ZZAP! COMP

DON'T BE A STICK IN THE MUD!

GET STUCK IN WITH KONIX!



konix

Yea verily, on Christmas morning, those children with bright pink faces leapt out unto their stockings and tore them asunder to discover what Santa, also known as Claus, had concealed therein. Out tumbled purple pyjamas, Flintstones underpants and, yea (to their amazement), sensible woollen socks. And the children of that land began to weep. They had written in their letters, nay it was written on their very faces, that what they really desired, one and all, was a brand new Konix joystick. With this instrument of joy, their Christmas holidays would have been bathed in light, their monitors gleaming with high scores. Alas, their aunties and uncles had been blind to the writing on the wall.

And at that time the land was struck with a barrenness and a veritable lack of fun. Cassettes languished in their boxes and disks were never loaded long. In sooth, all Christmas cheer had gone.

So the men from Konix noticed this, and, truly, they were struck by sadness. As they played with their company 'sticks they gathered together and agreed to share their joy. Having travelled long to the tower of the legendary ZZAP! lads and girly, they put forward a simple plan. Up to 20 readers bold and bright enough to solve three mighty riddles before December 12th should become the owner of one of the coveted Konix joysticks.

Ten first-prize winners should receive the accolade of the company's newest Navigator 'sticks (a veritable feat of sleek and spritely engineering). Those five blessed with the honour of second prize would be presented with the Konix Predator 'stick and five runners-up would receive, absolutely free of charge, a Konix Megablaster joystick.

And this is how the riddle ran:

1 Which famous navigator discovered America?
a: Vasco da Gama
b: Christopher Columbus
c: Marco Polo

2 Who played the lead role in the feature film *Predator*?
a: Arnold Schwarzenegger
b: Sylvester Stallone
c: Paul Glancey

3 Which of these Megablasting games was written by Cyberdyne Systems?
a: Delta
b: Nemesis
c: Armalyte

And the gamesplayers of the land were instructed to write the answers to these mammoth questions on the back of a postcard making sure to include their name and address, and send them to:

STICK WITH KONIX COMP,
ZZAP! TOWERS, PO BOX 10,
LUDLOW, SHROPSHIRE, SY8 1DB

As long as everyone sent their entries in before December 12th (Maff's birthday), the passing of Christmas as a damp squib was prevented and the men from Konix rejoiced.

Amen.



ZZAP! COMP

Oooh! What a cool dude you are (shoo wap, shoo wap). When everyone else is sitting around their Christmas trees singing carols and giving each other cutey-little-green-men-in-champagne-glass Yuletide cards (shoo wap, shoo wap), you're still out there, roaming those little dark places under your armpits . . . er, no . . . I mean those little dark places in deepest space.

Yep (shoo wap, shoo wap), a man called Brad Zoom knows exactly what a man called Brad Zoom's gotta do. I mean, honey, when you're the star of the up and coming *Better Dead Than Alien* (C64 version, smart arse!), you gotta live up to your reputation. It's a hard, dark world out there, and you're a hard, dark, hairy man. While everyone else is getting tipsy on sherry-soaked plum pie, you're gettin' high blasting hell out of those mega-armoured alien nerds. Who cares about mince pies when you can make mincemeat right here in the cool, dark sky? (Well I do, for a start – Ed.)

Now as every cool dude knows (shoo wap, shoo wap), if you wanna be cool you gotta have the proper clothes. Right? Absolutely, yes sirree. So what is the correct gear if you want to be a mega-hard blasting hero with a pretty good shoot 'em up to your name? Well, it helps if you have a lot of hair. If you haven't got any, cover your legs in lemon juice and give 'em a shave – you might not get any hair but you'll certainly be brave (hey, a poem). But more important even than a big wodge of body fuzz (shoo wap, shoo wap) is the right shirt. Forget about your favourite Postman Pat sweatshirt and go for the equipment that counts. What is it? A *Better Dead Than Alien* T-shirt, of course (boop boopy wap).

Want one, huh? S'pose you want a copy of the game as well (shoo wap, shoo wap)? Well, those incredibly hard and hip guys at Electra have agreed to cough up 10 T-shirts and 10 copies of the computer game to be given as prizes to the best drawings of aliens 10 clever readers dream up. And as if that isn't enough 10 more runners up are going to get a T-shirt each, as well (gasp, wowee, well blow me down with a megablasting alien shoot 'em up!). Neat? It will be if you remember that these aliens have to look prett-y damn mean, sonny. I mean, you'd rather be dead than one of these guys.

OK, so you've got your picture and you've given yourself a hell of a fright. What next? Put your drawing in an envelope and send it (along with your name and address) *before, December 12* to:

ELECTRA'S MONSTROUS COMP,
ZZAP! TOWERS, PO BOX 10,
LUDLOW, SHROPSHIRE,
SY8 1DB

Shoo wap, shoo wap.

AND ELECTRA-FY SPACE

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- *Most Advanced backup cartridge in the world.*
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- *Simply plugs into computer.*
- *Very easy to use. No user knowledge required.*
- *Rigourous tests identifies & shows up all faults.*
- *Visually test keyboard, joystick port, serial port, cassette port all chips and more!*
- *Complete with instructions. No more to buy!*
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TAPE HEAD ALIGNER V2

- *Quick and easy way to align heads.*
- *Stops many loading problems arising.*
- *Works on all CBM type datasettes and all C64, 64C, 128 computers.*
- *Aligns datasettes to industry standards.*

Hundreds sold. Why? This is the best for its price so forget more expensive imitators.
This kit enables accurate alignment to industry standards by using the digital alignment tape. Now includes special high speed loading program which makes sure you've aligned your heads correctly and still tape includes free head cleaner, screwdriver & comprehensive instructions.
If demagnetizer & solution is also required add £2 extra.

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- *100% guaranteed to reset EVERY 64 game even those not yet available!*
- *Fits into cartridge port.*
- *New circuitry makes it IMPOSSIBLE to detect, defeating ALL protection methods.*
- *Protected against damaging your computer (unlike others!).*
- *Works on all C64, 64C, 128.*
- *Quite simply the best availble and comes with instructions.*
- *Add pokes, cheats etc from 64 mags.*

Owners of Unstoppable Reset cartridge send cartridge plus £2 for new version.

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The full kit comprises of master program on tape, digital diagnosis disk, screwdriver & instructions.
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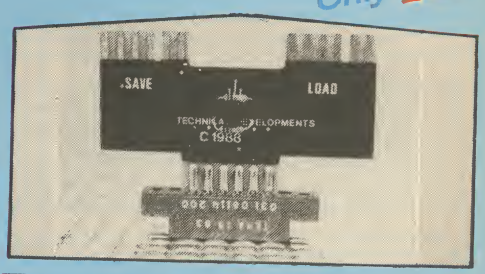
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- *No controlling software needed.*
- *Backs up ALL tape games, even multi-loads!*
- *Copies programs whilst loading them.*
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- *Requires access to two CBM type datasettes.* • *100% successful.*

Very easy to use, press play on one datasettes & play + record on the second datasette. Digital circuitry reshapes the program producing as good as if not a better copy than the original. Backs up every known game available. Now known as the best product of its type.

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Oh no! It's them!!

Just who are those multi-faceted multitasking maniacs murmuring monthly moronicisms? What *is* Paul's favourite fish – and why? What was Maff's most embarrassing moment? What kind of operation did Kati suffer to look like that? And is Gordon *really* fat? If you, seeker of universal knowledge, scan the next four pages, you will discover truths therein enclosed that verily shall shake the earth's nether regions a lot.

Gordon 'lumpfish' Houghton



name: Gordon Leslie Houghton
born: 15-11-65 (Monday)
height: 5'7" and a bit extra (with my platforms on)
weight: 8,000,000st. No – only kidding: it's really 83st 4lb.

GAMES

1. **The Sentinel:** 'It's got the best atmosphere of any game I've ever played'
2. **Spindizzy:** 'Simply brilliant'
3. **Dropzone:** 'Shoot 'em ups don't come more addictive than this'
4. **Hunter's Moon:** 'It's almost the perfect concept for a game, and is the definitive alternative shoot 'em up'
5. **Dungeon Master (ST):** 'Big and bouncy'

MUSIC

Rush: 'The first group I ever really liked'
Phillip Glass: 'good furniture music – and it just goes on and on'
The Smiths (and Morrissey): 'the only music I know that makes me feel depressed and elated at the same time'
The Cocteau Twins: 'ditto'

TV

Any sports programme 'except for horse racing'
The Good Life 'I literally split my sides and have to go to the hospital'
Bullseye 'Jim Bowen is a genius'
Soaps 'of any kind'
The Storyteller 'was superb'
Postman Pat 'and his black-and-white cat'

FILMS

1. **Koyaanisqatsi:** 'it's like an old trout: big and smelly, but with plenty of maggots'
2. **Manhattan:** 'I like Woody Allen *a lot*'
3. **Alien:** 'a brill 'n' fab atmosphere'
4. **Apocalypse Now:** 'hip and cool (man)'
5. **The Meaning of Life:** 'er . . . '

FOOD

'**Pizzas** are fab, and so is **cheese fondue**. I'd probably swim t'Channel wi' 'ands tied up and grett big weights on t'foooot for some **chocolate**.'

FAVOURITE PERSON

'If it was a toss up between **Jim Bowen, Tarby and Morrissey**, I'd have to go for **John Noakes**.'

FAVOURITE COMEDIAN

Steve Wright: 'he's hatstand'

SEVERE DISLIKES

'Insects, soft Hula Hoops, dead sheep with bloated stomachs, smelly socks, vomit behind fridges, urine stains, Terry Scott, crusty scabs, old fish, getting up in the morning, luncheonmeat, onions, contagious diseases.'

BOOKS

Stephen King 'is good'
James Herbert 'is good'
Roald Dahl 'is good'
Frank Herbert 'is good'
Kliban cartoons 'are amazing'

AMBITIONS

'To bE a enjun driiVur liik mi dad'
'To grow up (ie, to be taller)'
'To bear children and eat more fruit'
'To drop plastic fish from a very tall building'

MOST EMBARRASSING MOMENT

'Life'

WHAT I WOULD BE IF I WASN'T A REVIEWER

'Unemployed, happy, dead, free, a man called Dennis, a eliphunt, older, a teapot.'

FAVOURITE FRUIT

Bananas: 'they're so real without being pretentious; ironic without being cynical; so yellow and curved – and great dancers, too.'

FAVOURITE FISH

'Undoubtedly, the **trout**. Brilliantly designed and executed – and they'll last you a lifetime. Especially good with chips.'

Kati 'cuckoo' Hamza



name: Katharina Samara Gamal Hamza
born: 26-04-65 (honest)
height: a bit taller than Gordon (measured with a extra long ruler)
weight: not a lot

GAMES

1. **Tetris:** 'more addictive than a game of darts'
2. **Jinxter:** 'best adventure ever – yet'
3. **Jack Attack:** 'cute and cuddly – just like me'
4. **Dropzone:** 'beat them pods down into the ground'
5. **Buggy Boy:** 'a lot cooler than your average racing game – and froody too'



MUSIC

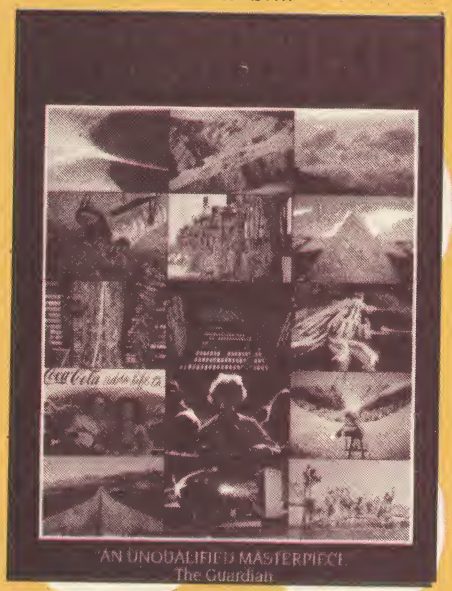
Suzanne Vega: 'because she sang in the Albert Hall without any backing at all'
Peter Gabriel: 'Genesis was a lot better with him in it'
Kate Bush: 'she just keeps on doing her own thing – and she's a vegetarian '
This Mortal Coil: 'weird'

TV

The Singing Detective: 'for some reason Mary Whitehouse didn't like it'
King Rollo: 'I like his dog'
Blind Date ''cos it's really tacky'
Little House on the Prairie 'so corny I always cry'
Anything with Miss Marple in it: 'she's meant to be so clever, it's unreal'
Network 7: 'Blue Peter for grown-ups'

FILMS

1. **The Draughtsman's Contract:** 'really pretentious – I don't understand what it's on about'
2. **Kiss Of The Spiderwoman:** 'ouch'
3. **The Dark Crystal:** 'the Muppets make good'
4. **Some Like It Hot:** 'brill'



5. **Koyaanisqatsi:** 'you can watch it over and over again'

FOOD

'Spaghetti, all kinds of pasta, nothing with meat in it, peaches, apples, cheesecake, strawberries, fudge cake, candy floss and Mississippi Mud Pie'

FAVOURITE PERSON

'Judith Chalmers . . . no – actually . . . my mum'



FAVOURITE COMEDIAN

Steve Wright: 'the office pet'

SEVERE DISLIKES

'Bastards, racists, chauvinists, luke-warm milk, mould, smelly toilets, nuclear power, meat, worms, slugs, flying and Margaret Thatcher'

BOOKS

Fat books by **Iris Murdoch** and **Margaret Drabble** – books to eat crisps to. Anything set in Africa, India or somewhere hot. **Winnie-the-Pooh**, **Charlie and the Chocolate Factory** and **Asterix** books – Obelix is brill. In fact, isn't he our editor at the moment . . . ?



AMBITIONS

'To go for a whole weekend without getting a spot, to find a decent flat, to wash my car, to eat spaghetti without getting it all over my shirt, to become rich and famous, go to New York and spend lots of money'

MOST EMBARRASSING MOMENT

'Unmentionable'

WHAT I WOULD BE IF I WASN'T A REVIEWER

'A tomato'

FAVOURITE FRUIT

Peach: 'you can only eat it with friends: they don't mind if the juice running down your face makes you look like a pillock'

FAVOURITE FISH

Prawns: 'they remind me of Paul'

Paul 'Biffa Bacon' Glancey



name: Paul Christopher Glancey
born: yes, funnily enough, on May 12th 1969
height: 5'9"
weight: wild horses couldn't drag that out of me . . . but an enraged editor could . . . 7st precisely

GAMES

1. **Dungeon Master (on the ST):** 'totally captivating and the implementation of every single feature is just perfect'
2. **16-bit Elite:** 'the blend of arcade and strategy action is flawless. I think so, anyway'
3. **Starglider 2 (on the Amiga):** 'the game I always wanted to design (almost)'



4. **Wizball:** '16-bit conversions of this brilliantly original and addictive game don't come close to the playability of the 64 version'
5. **Road Blasters (in the arcades):** 'brilliant – I once played it for four hours on a wet day in Whitley Bay'

MUSIC

Delta: 'all the tunes are fabulous'
Bionic Commando: 'technically excellent and very catchy'
Wizball: 'again, all the tunes are brilliant, but the high score entry music is particularly funky'
Miami Vice title tune: 'beautifully ethereal (can I say that?)'
The whole Bookends album by Simon & Garfunkel: 'it appeals to my naive romantic ideals (ahem)'
Just about anything by Jean Michel Jarre: 'all his music is very evocative and relaxing'
Bach: 'I don't know what it is about Bach. I just find his music appealing (especially Toccata and Fugue in D Minor – can you dig it?)'
SKY: 'Toccata, Hotta, Carrilon, Skylark, Fool on the Hill, A Girl in Winter, Westway and The Great Balloon Race are all very soothing'
First Gymnopedie by Erik Satie: 'possible the most restful piece of music ever'
Suzanne Vega: 'very poetic'
Tracy Chapman: 'her powerful voice is perfect for such potent lyrics'

TV

Bugs Bunny, Tom and Jerry and Droopy cartoons: 'anything can happen in cartoons so there are no restrictions on imagination or sense of humour. The above are totally anarchic and brilliantly funny'
MASH 'very human humour'

FILMS

1. **The Star Wars trilogy:** 'exhilarating'
2. **Any Woody Allen film:** 'incredibly silly, but very funny'
3. **Any Marx Brothers film:** 'all hilarious'
4. **Roxanne:** 'Steve Martin is a brilliant comedian'
5. **Dragnet:** 'Dan Ayckroyd is quite brilliant as Joe Friday'

FOOD

'**Bacon sandwiches** with a mug of tea (brown sauce optional) – the perfect meal. **McCoy's crisps (beef flavour)** – can I have boxful please, KP? **Turkish Delight** – I just wish Fry's would make the bars a bit bigger'

FAVOURITE PERSON

'Anyone who's ever made me laugh'

FAVOURITE COMEDIAN

Woody Allen: 'He's just the funniest person on the face of this planet'

SEVERE DISLIKES

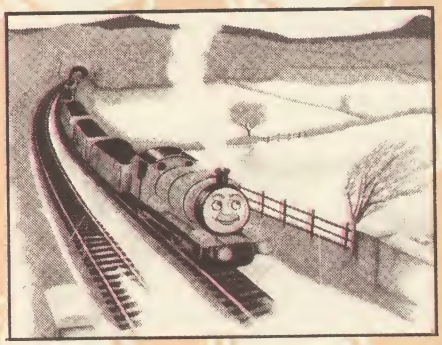
'Lager Lads, Beer Boys and Loud Crowds, sizeist comments, faggots and graby, nuts of any kind and fish. Being barely able to hear the person on the other end of an important telephone call, *That's My Dog* and *Love Me, Love Me not* – it's debatable which of these quiz games is the more thoroughly banal'

BOOKS

'*The Earthsea Trilogy* by Ursula K LeGuin – the only fantasy novels (apart from those by J.R.R. Tolkien) which have been able to hold my attention long enough for me to finish them. Any Douglas Adams book – very clever and very witty. *Without Feathers* by Woody Allen – I envy him his imagination and totally off-the-wall sense of humour'

AMBITIONS

'To be a train driver or an astronaut (or both). To be able to eat a whole 9" ham and mushroom pizza'



MOST EMBARRASSING MOMENT

'Too many to list'

WHAT I WOULD BE IF I WASN'T A REVIEWER

'A lot better off psychologically'

FAVOURITE FRUIT

'**Banana** – even the word is gorgeous (and apparently they're full of potassium: tops on my list of favourite chemical elements)'



FAVOURITE FISH

'Hate them all – you can tell from the look in their eyes that they're just asking for trouble'

Matthew 'Dangerous' Evans



name: Matthew ('Maff') Paul Evans
born: Early in the morning of 12 December, 1968
height: 5'8"
weight: 10 stones – give or take a couple of pounds

GAMES

1. **Starglider 2 (Amiga):** 'visually incredible, highly playable and . . . and . . . well, it's just better than anything else I've seen *ever*'
2. **Marble Madness (arcade):** 'a totally mental experience – I wonder what happened to all the old machines?'
3. **Wizball (64):** 'dead strange, dead original and dead good ('nuff said?)'



4. **Shoot 'em up Construction Kit:** 'lets my imagination run wild(ish) . . . where's the Amiga version?'
5. **StarRay (Amiga):** 'STARRAY . . . *GO!* . . . well, you had to be there.

GAME MUSIC

StarRay: 'powerhouse music with plenty of guts. Really good.'
Parallax: 'some of the bass chords sound really passionate, and the first time I heard it the hair on the back of my neck stood on end!'
Delta (in game music): 'very dreamy: reminds me of the risky business soundtrack'
I,Ball: 'It's actually a note-for-note rip off of two Cabaret Voltaire tracks'
Fusion: 'a bit like early Human League'

'REAL' MUSIC

Cabaret Voltaire: 'electronics, tapes and film as an art form. Music will never be the same again.'
Front 242: 'make Public Enemy look like a bunch of girls. The best band around at the moment.'
I Start Counting: 'probably the best band on Mute Records and one of the best electronic bands ever.'
Son of Sam: 'very strong and sometimes sinister music.'
Depeche Mode: 'they just keep getting better and better.'



Fields of the Nephilim: 'guitar music at its best. The 'Nephs conjour up strange images of cowboys and demons.'
Win: 'the music from the McEwans Lager advert with the people rolling boulders around is *You've Got The Power*, one of their tracks.'
Skinny Puppy: 'music in the same mould as *Front 242*, but leaning towards the more vicious side.'

TV

Red Dwarf 'the sense of humour is so simple, it's brilliant – really funny stuff'
Miami Vice 'just the atmosphere gives it the edge over other Cop-soaps'
Auf Wiedersehen Pet 'doesn't everyone?'
Cartoons 'I'm just a big kid really'

FILMS

1. **Blade Runner:** 'visuals, sound, music and dialogue go together to make a truly awesome experience'
2. **Robocop:** 'an Action Man film without the Rambo 'meathead' factor'
3. **The Thing (John Carpenter version):** 'horror as it should be made'
4. **Paris, Texas:** 'Harry Dean Stanton can do *no* wrong!'
5. **Hellraiser:** 'Didn't the Cenobites look just *evil*?'

FOOD

'Chilli con carne – with loads of hot toast *YUM!*
Curry – any sort except prawns (eeeergh!)
Bacon Butties – with brown sauce. Just the thing to keep you going through the day'
Wimpy Half-Pounders – just big enough (hur! hur!)
Scotch Eggs – really nice things and they go great with chips'

FAVOURITE PERSON

'Adrian Sherwood – the greatest producer this side of that side (eh?). The man responsible for a lot of my favourite records.'

FAVOURITE COMEDIAN

Robin Williams: 'He's just the funniest person on the face of this planet'

SEVERE DISLIKES

'Stock, Aitken and Waterman – create such awful records that they should be shot
Maggie Thatcher – Atilla the Hun in drag
Banal comedy shows – *Terry and June* and that sort of thing
Snakes – *yeeeeergh!* Horrible, *horrible* things!

BOOKS

Stephen King: 'a bit horrible but still really good'
Clive Barker: 'Just goes to show that even though Stephen King doesn't live in England, Britons can do it as well'
HP Lovecraft: 'rather disturbing, with monsters so horrible you just couldn't put them on film'
B Kliban: 'humour doesn't come more hatstand'

AMBITIONS

'To get a record deal and own my own recording studio – but at the moment I can't even afford a decent synth!'

MOST EMBARRASSING MOMENT

'Waking up one morning with a hangover and being told by my friends what I'd done the night before. I prayed that they were lying!'

WHAT I WOULD BE IF I WASN'T A REVIEWER

'Unable to act as mental as I do and get away with it (not to mention get paid for it!)'

FAVOURITE FRUIT

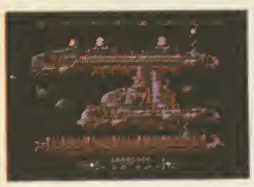
'Cherries – I could eat them by the ton'

FAVOURITE FISH

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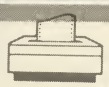
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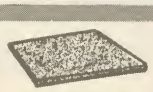
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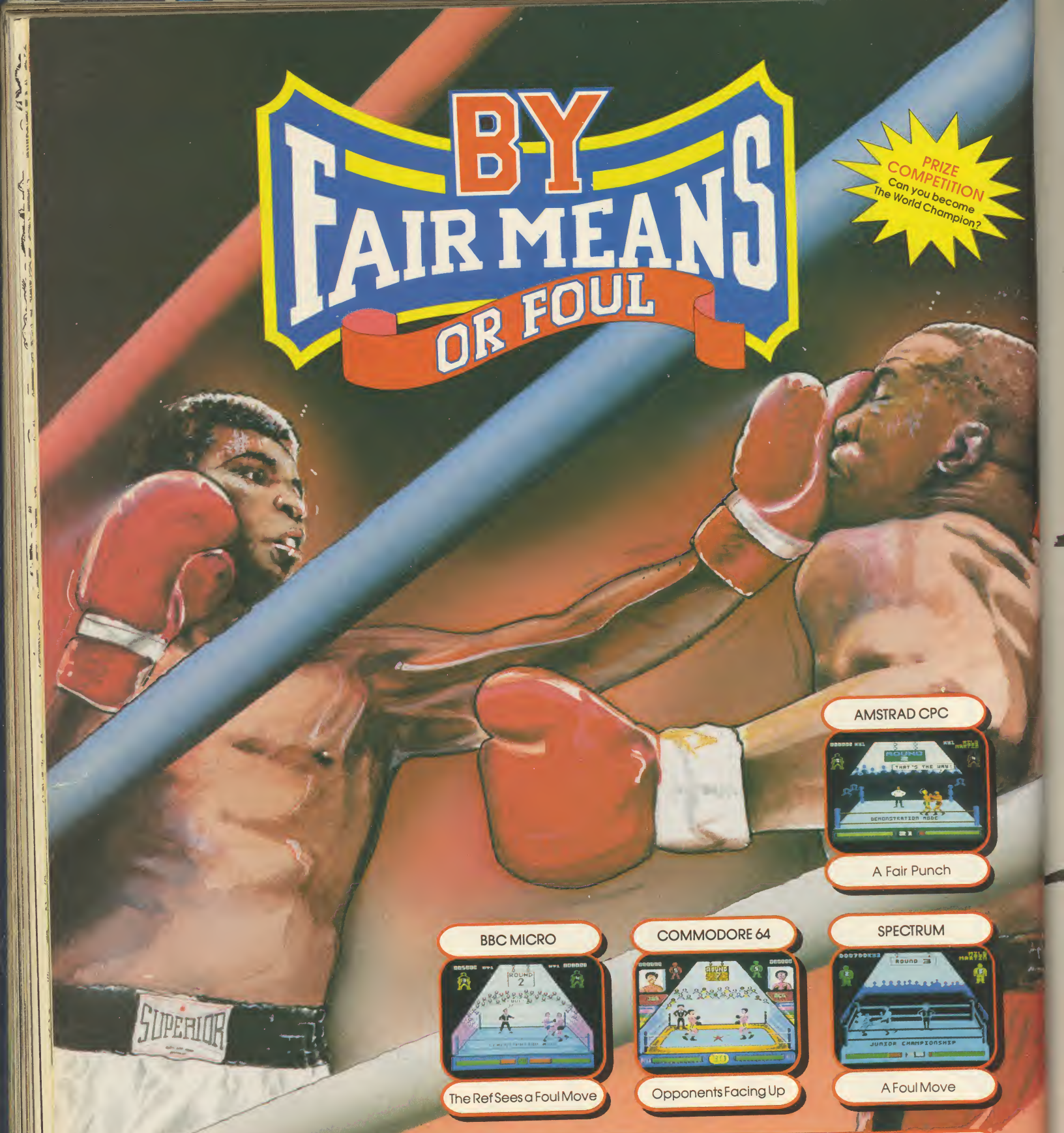
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THE ZZAP! DEFINITIVE TIPS INDEX

If you've ever wanted to know the cheat mode in *Cybernoid*, how to get past the final dragon in *The Eidolon*, or even how to find your way around Targ, fret not – help is at hand. No, we're not going to tell you how to do it here, since we've told you already – many issues ago, in fact. This little section will help you find just where those tips lie – more than that, they'll tell you what kind of tips they are. Grovelling thanks must go to the readers who sent them in and to previous ZZAP! Tips bods for selecting them from the mounds we receive every month – not forgetting our office compiler, Dave Peters, who went through every back issue to bring you this list.

How do you use it? It couldn't be simpler: just look up the game, identify the letter from the four listed below, and read off the Issue number next to the letter. It's so easy even our own PG can understand it. So, if you seek the location of any hint, tip, listing, map, poke or cheat for any game from Issues 1-43, read on . . .

THE KEY

M = MAP

Well – this speaks for itself, doesn't it? If you can't quite figure out just where to go next, check out the index to see if *your* game has been mapped by one of ZZAP!'s many fab 'n' triff cool 'n' froody tipster dudes. (End of Coolspeak).

L = LISTING OR POKE

Listings are a resetter's bane – but for those of you without those handy little red knobs, they'll do fine and dandy, mister. For those of you *with* a swollen mega-cartridge or two, or even a humble home-made version (see Paul's mega tips in Issue 41), this letter also denotes those ever-so-handy POKEs (knowharra mean, guv, etc). Either way, you'll find just about everything you want from infinite Matt Trakkers to altered soundtracks.

T = TIPS AND HINTS

This is the kind of help we like – it requires no effort from anyone – except for reading what some kind Tipster-person has sent in. Like our very own Paul the bacon-loving tipster, these clues are short and satisfying – and could reveal truths about the nature of life itself!

C = CHEAT MODE

Our favourite. Hold down a few random keys or type in a name on the highscore table and you can complete the game, no messing. Simple as that. Look – what more do you want? Get on with the index, will you?

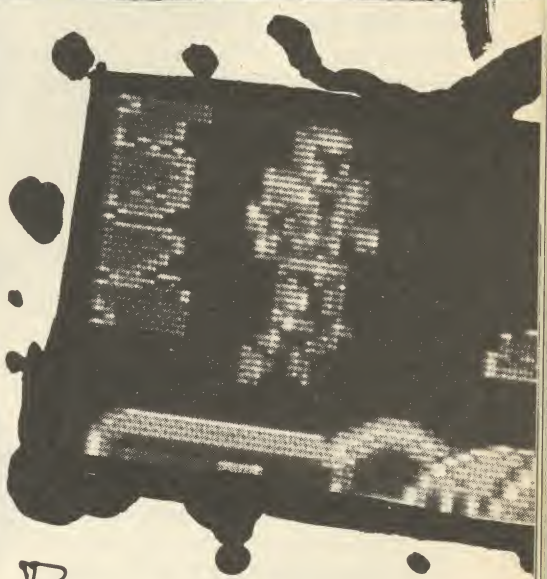
NUMBERS

4th & Inches T38
180° T29
720° infinite time, tickets and money, L35
1942 infinite lives L21, L31, T31
1943 infinite lives L41
1985 more lives L17, L18, L31

A

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Ace II T31
Action Biker more lives L9 and L31, L15
Action Force L35
Agent X2 T35
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Alleykat L22, L29, T21
Anarchy L33, L37
Ancipital infinite lives L4, L26 and L31, infinite cippies L26, T4
Andy Capp M37, T37
Ankh M31, T31
Antiriad M20
Apollo 18 L41
Aquanaut sprite collisions L4
Arabian Nights remove nasties L7
Arcade Classics L33
Arcana infinite lives L31, more energy, time, L19
Arc of Yesod infinite lives L15 and L31, T12
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Armageddon Man music L41
Army Moves Part II L27, T27
Asterix and the Magic Cauldron infinite lives L20, L28
Athena M34, infinite energy L35
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ATV Simulator music L41
Auf Wiedersehen Monty infinite lives L31, more lives T41, sound effects L31, T27, T28, C43, T43

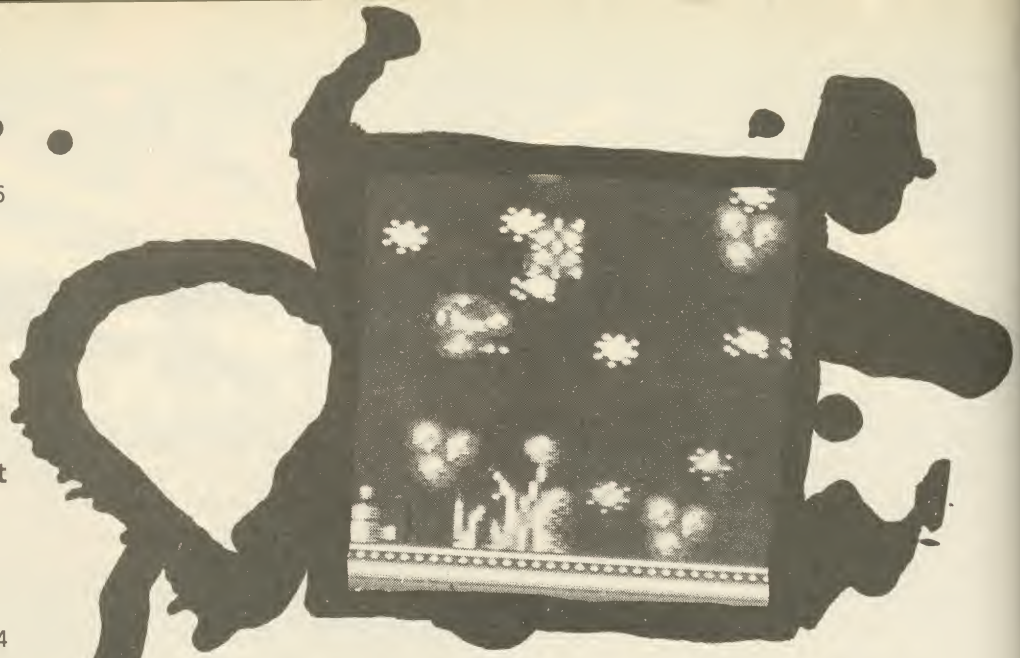
Auto Duel T31
Automania infinite lives L13
Avenger M23, infinite energy L25, T22

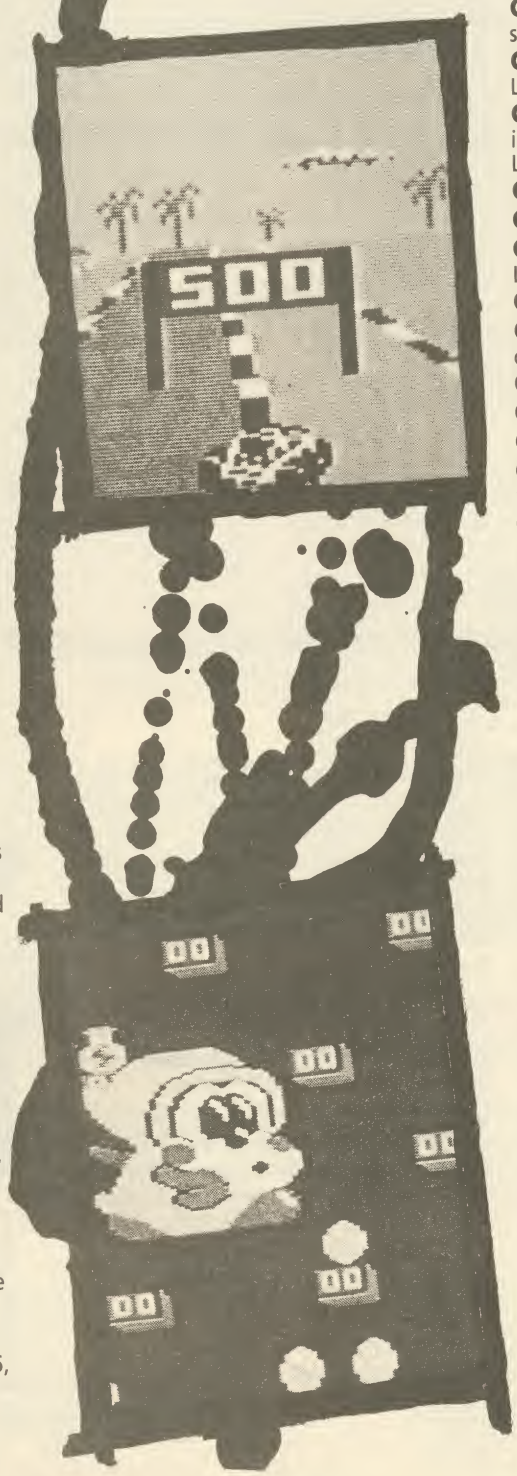


B

Back to Reality infinite lives L24, L31 and L33
Back to the Future T20
Ball Blasta L43

Ballblazer T11, T32
Bangkok Knights infinite time L36
Barbarian L29, L33, L39
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Barry McGuigan's Boxing T11
Batalyx infinite lives L31, invincibility and more time L16
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Black Lamp infinite lives and energy L39
Black Magic M32
Black Thunder invincibility L12
Blackwyche infinite energy L10, infinite energy L42
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Blue Max infinite lives L31, more fuel and bombs L24
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BMX Kids L41
BMX Racers infinite lives L31, easier access through obstacles L12
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Bomb Jack II more lives L26 and L31, infinite energy L25, L31
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Bubble Bobble infinite credits L34, T33
Buck Rogers infinite lives L12 and L31
Bug Blaster infinite lives L19 and L31
Buggy Boy infinite time L35 and L36





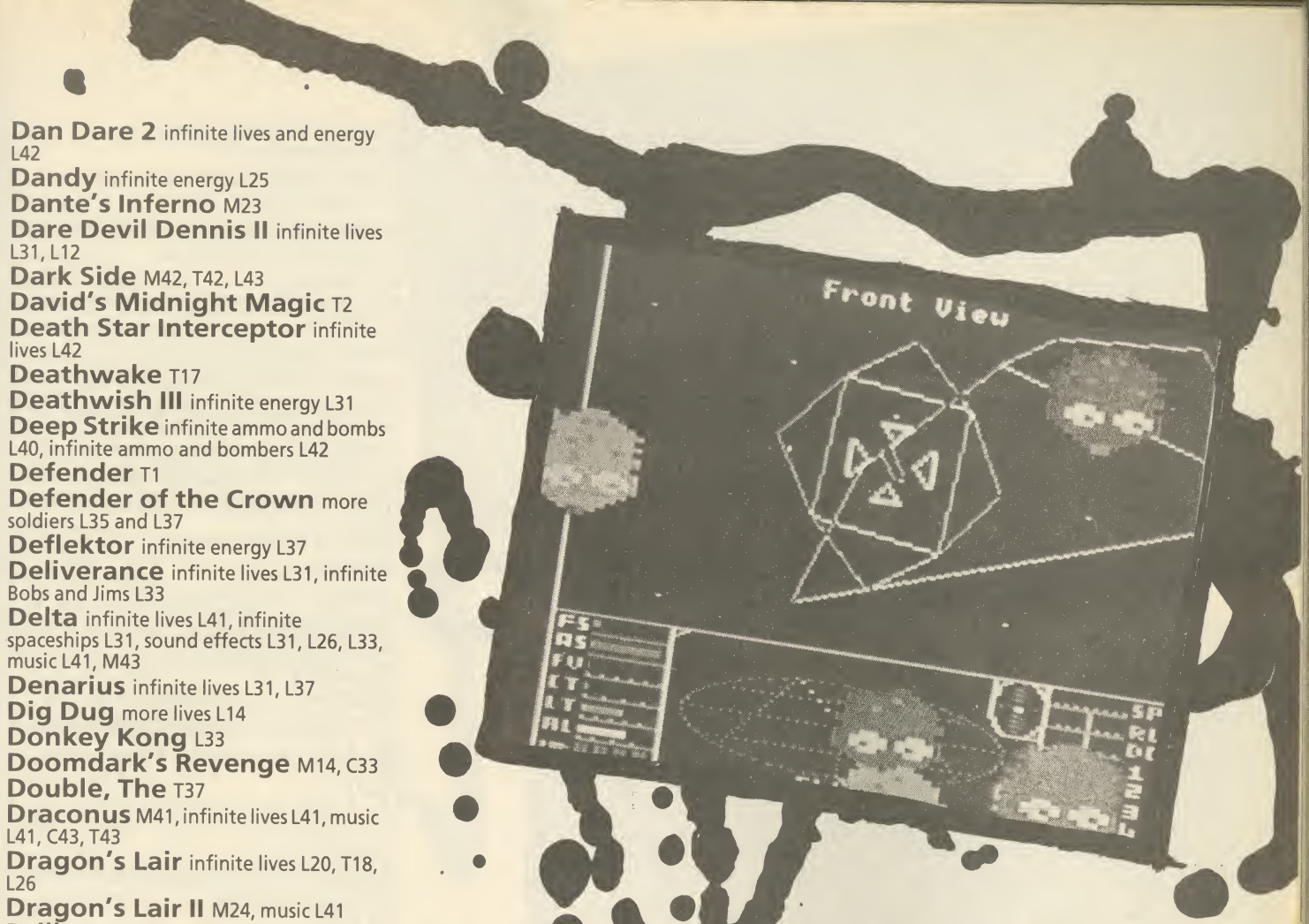
C

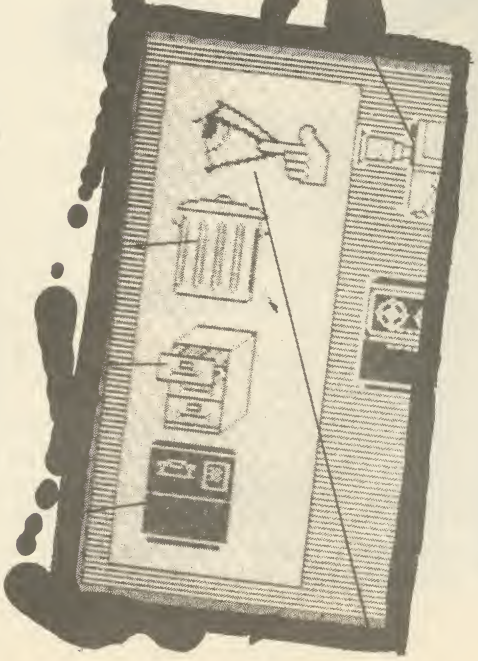
Camelot Warriors M23, infinite lives L23 and L31
Cataball infinite lives and infinite time L33
Cauldron immunity to nasties L18, T7
Cauldron II M16, more pumpkins L16, L18, T18
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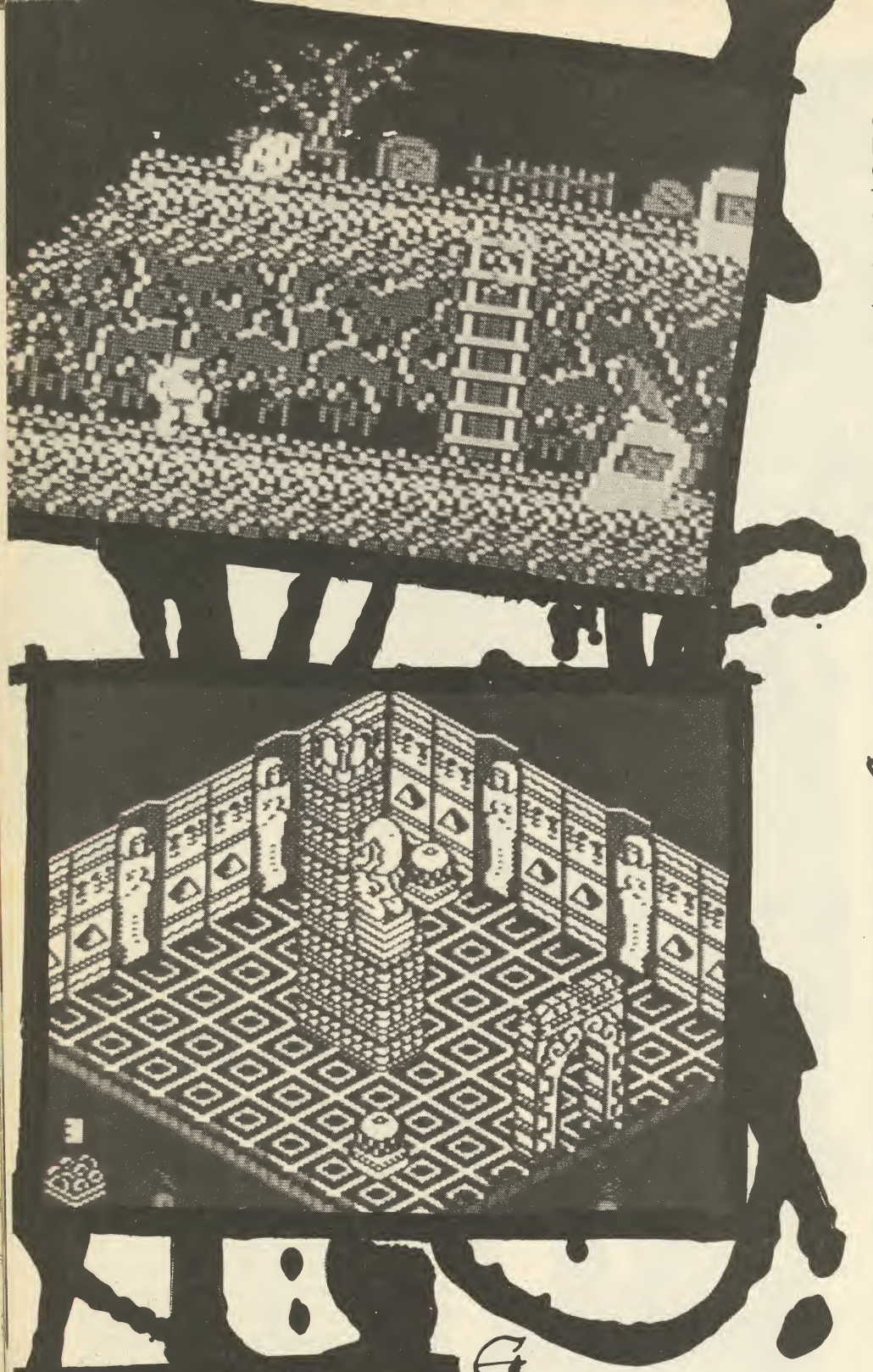


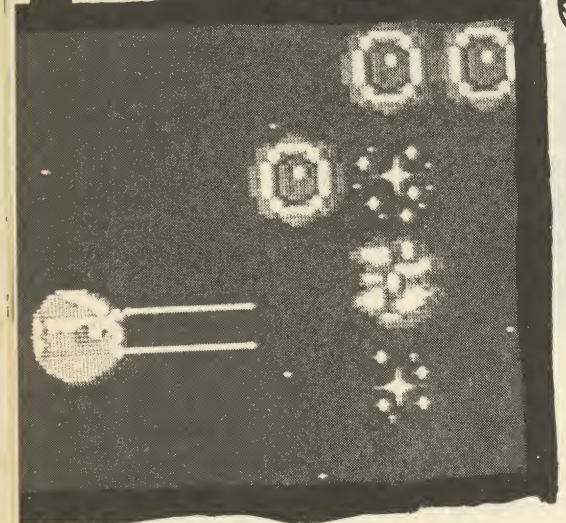
E

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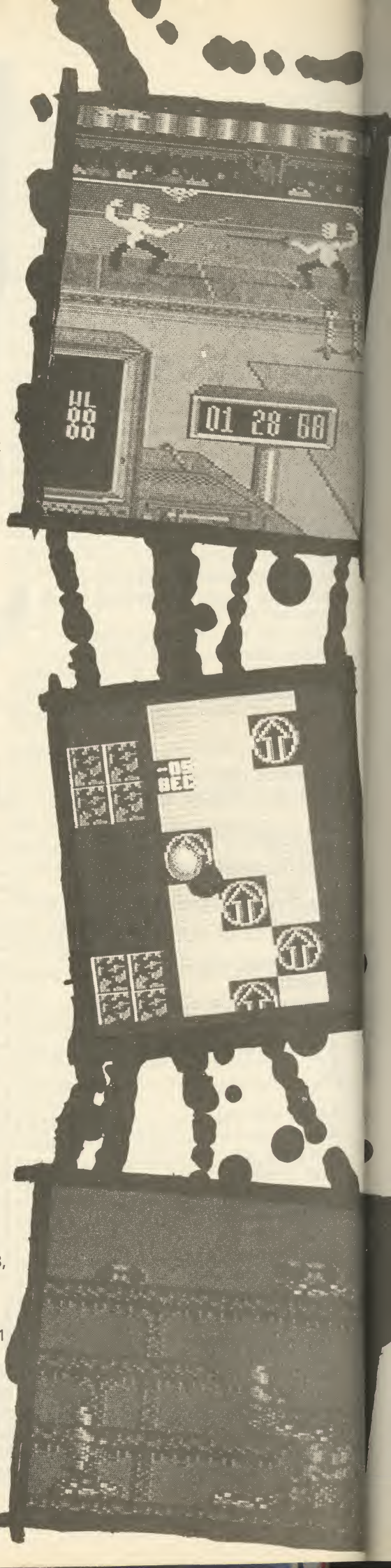
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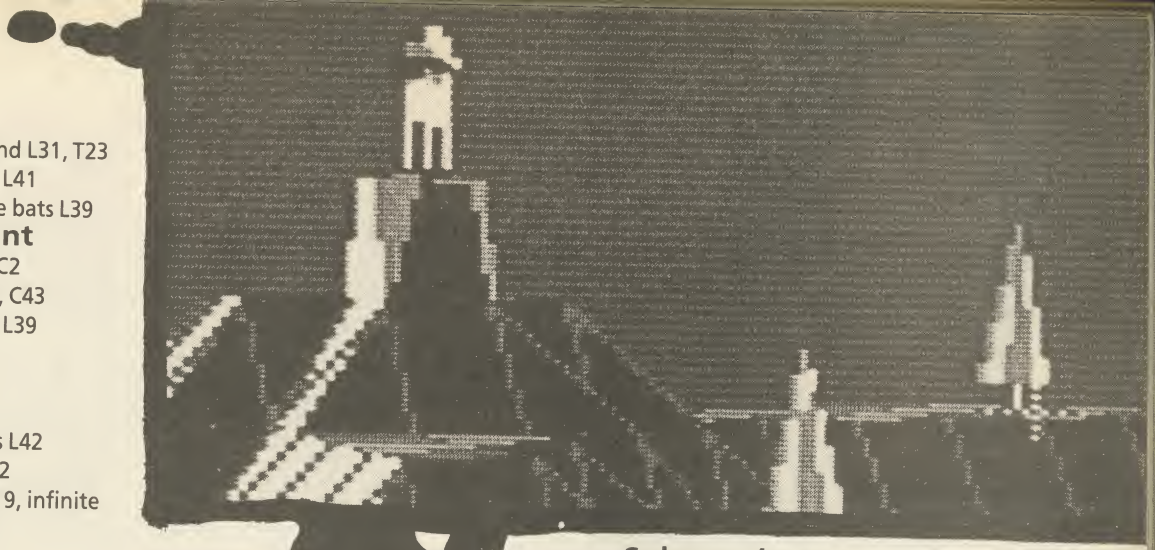
Q

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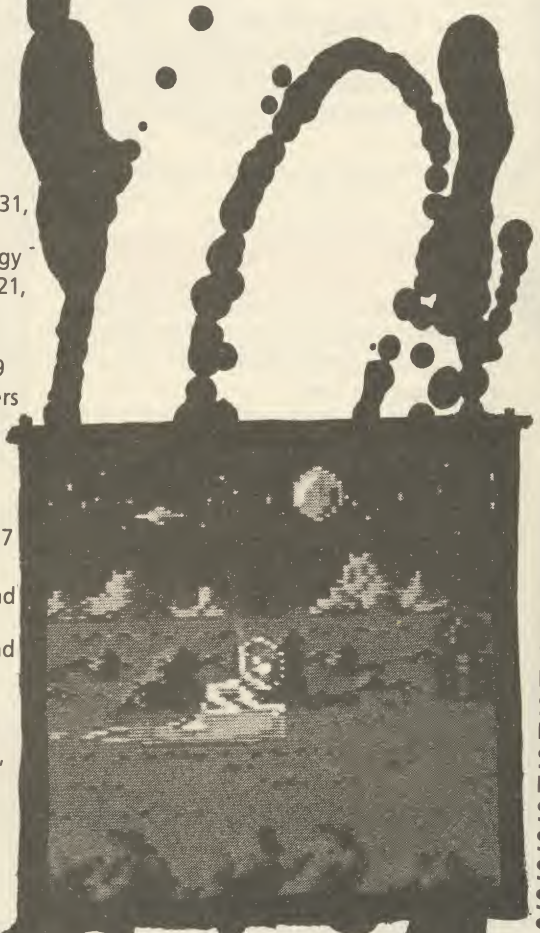
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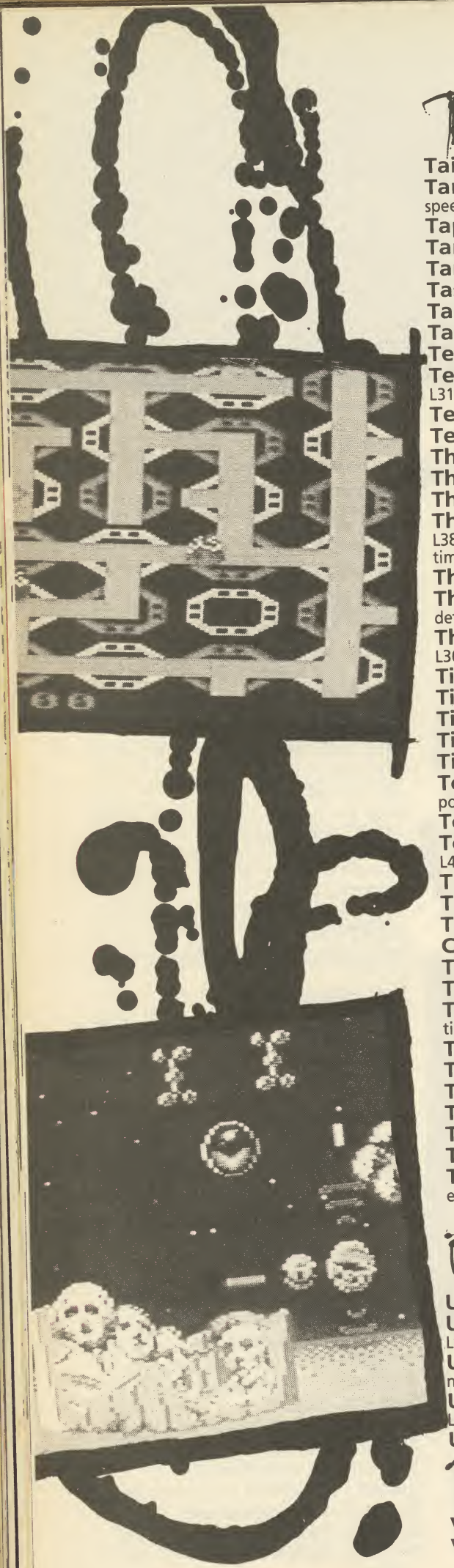


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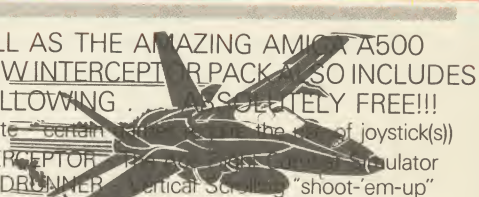


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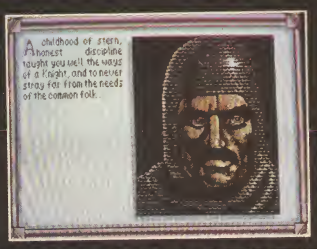
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Commodore Amiga



The Knight one of three character classes.

Atari ST



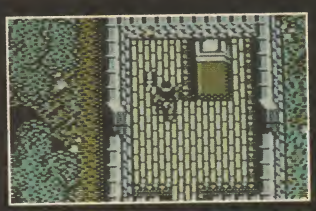
Converse through simple commands and menus.

DISCOVER AN ARCADE ADVENTURE WITH HIDDEN DEPTHS

Discover Times Of Lore, Origin's first adventure on cassette. Acclaimed British designer Chris Roberts has taken the best of arcade and adventure – fast and furious combat, stunning graphics and animation, unrelenting danger and challenge – and introduced the depth of a classic fantasy role playing game.

Entirely joystick driven, Times Of Lore continuously tests your combat skills while you gradually become involved in a compelling plot. With 13,000 screen locations, a powerful but easy-to-use menu and icon interface, scores of interactive characters and music by Martin Galway, it ventures further than other arcade adventures.

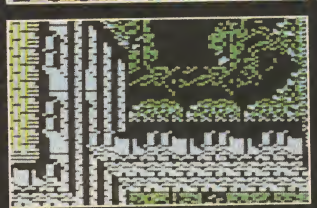
Origin have broken new ground in Times Of Lore. Isn't it time you did too? Available for: C64/128 Cassette £9.95, Disk £14.95, Spectrum 48/128K Cassette £9.95, Spectrum +3 Disk £14.95, Amstrad 464/6128 Cassette £9.95, Disk £14.95, Atari ST £24.95, IBM/PC & Compatibles £24.95, Apple £19.95, Commodore Amiga £24.95.



C64/128



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LOGON



with JASON GOLD

Just for Christmas, Jason gets involved in a *Children's War*, plays a couple of oldie but goldy 64 games and invests in the heavily industrialised *Revolutions* demo, which includes excerpts from the new Jean-Michel Jarre album. Take it away, Jason . . .



▲ This hacked *Netherworld* screen is just a small part of ORION's *Can't Be . . .* demo

Award for the demo-with-the-most-bits-in this month must go to *Can't Be . . .* by the Orion Programming group (it must also be the most egotistical, as there's a large ORION logo on almost every screen!) Various parts include a scrolling landscape hacked from *Netherworld*, optical illusions and lots of colour-bar effects. *Can't Be . . .* was uploaded by BUB in his import demo directory (GOTO BUB) and you'll also find quite a few other demos there, all of which are worth a look.

If it's unusual effects you're looking for then you could do worse than *Children's War*, which has two halves of the screen scrolling in opposite directions. Graphics are provided by Cas and the music is by the Maniacs of Noise.

The Relax designs team have come up with some new demos this month, one of which is a complete game. *Hallax* is a *Breakout* variant with some nice graphics and a few extra 'weapons' to pick up, as well as walls to knock down. There are ten levels in all – but if you're at all useful with a freezer cartridge there are even more to be had . . . Also by the Relax team is *Hear This*, which contains some very clear, if rather short, samples – and a good piece of 'sampled' music.

Also in the musical line are *Sid's Bit* and *Revolutions* by Deek (RR7, GOTO DEEK). *Revolutions* is an excerpt from the new Jean-Michel Jarre album, with a suitably 'industrial' picture to accompany it.

Jumping Jack (GOTO HUDDY), by Huddy & Greeny, is another demo which contains a game – although it's not exactly state-of-the-art as far as these things go. The excellent music is provided by Chris Hulsbeck and overall the demo is up to Huddy & Greeny's usual standards.

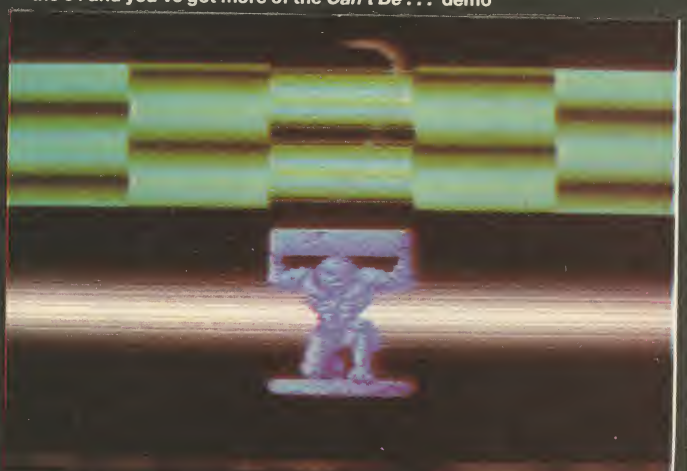
An interesting area to visit if you think you may have missed a 'classic' demo in the past (it's almost impossible to see every upload on the 'net . . .) is *Hotspot* run by –METNET– and Dral (PH24). Apart from news of the very latest uploads on the 'net at NETREV, there's also a number of sub-directories for old art, music and demos at 399065 which is also worth looking through.

Ash & Dave's latest creation (demo-ette they call it) is *Logo Show* at A+D1. This opens with a large Ash & Dave logo with a scroller at the bottom, and then it's into the main part of the demo. This has lots of software house logos fading on and off, with some Maniacs of Noise music which I think is based on the theme tune from the film *Dune*. And very good it is, too!

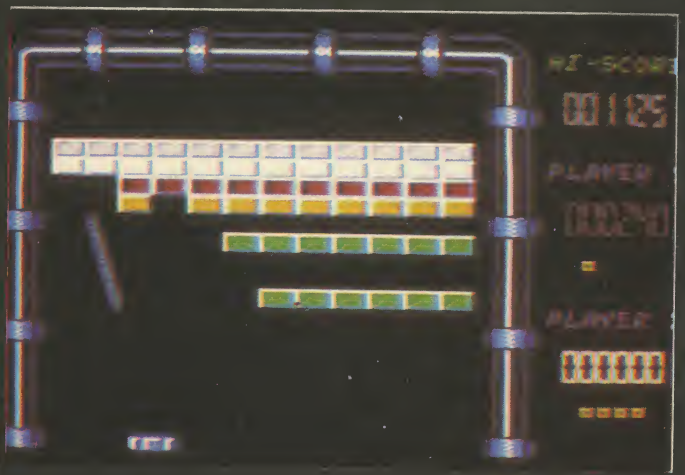


▲ *Io, Io* we saw this long ago (and this rhyme's crap)

▼ Hack a bit of *Draconus*, add some nice scrolly bits, put them into the 64 and you've got more of the *Can't Be . . .* demo



▼ *Breakout*, 1988 Hallax-style



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Amazing ARMALYTE scoops world's top awards

EXCLUSIVE by HARRY BARSTOOL

'VHY ZETTLE FOR LESS vhen you can get ze best?!' That's the official comment on Thalamus's brand new bouncing blaster Armalyte – and it comes from Dr Manfred V Flypaper, president of Computer Research Associates plc.

Awesome *Armalyte* has won award after award and looks like being Britain's biggest **WINNER** at the Seoul Olympics, even though it wasn't entered for a single event!

Top sports experts say they're **STUNNED** by the magnificence of *Armalyte* on the corky Commodore 64/128 and have given it their highest accolades!

ZZAP! voted *Armalyte* a Gold Medal with 97% (pages 24)!

A *Commodore User* spokeshack said 'lorks-o-lordy this game is so brill we'll give it a Super Star'! *(are you shure aboutsh thsis? - Ed)*

And *Computer Gamesweek* gave it a Fab award and a super soaraway 93%!

Passion screams

And it's not only the experts who are raving – yes, **YOU** the public have been screaming passionately for *Armalyte* after the **EXCLUSIVE** showing of the biggest blast since the big one at the Personal Computer Show!

A spokesscreamer for the crowd at the Thalamus stand told our reporter: '*Armalyte*!, *Armalyte*!, *Armalyte*!'

Aliens in 'drome

But aliens who attempted to invade the crowd and **DISGUISE** themselves as copies of *Armalyte* were thwarted by plucky PC Show security guard Bill 'Reg' Prescott.

Brave Bill battled for **TWO AND A HALF** minutes with the aliens after he discovered they were unable to wear their identification badges. 'Cor blimey guv,' said a weary but proud Bill, 'it's more than my job's worth letting them creatures in wifout their badges innit?'

Instead, they turned up at a Commodore reception at London's posh Hippodrome nightclub and are now **OFFICIAL** Amiga dealers for Interstellar Zone Four!

THE STAR SAYS: *Britain needs more men like Paul Cooper! (shurely one ish enough? - Ed)*



10 REASONS STILL TO BUY HAWKEYE!

☆ It's really brilliant
☆ *Hawkeye* won a **GOLD MEDAL** in ZZAP!
☆ Play one level on this month's cover cassette!
☆ *Hawkeye* is the best arcade combat game in existence!
☆ It's a snip: £9.99 on cassette!
☆ And only £12.99 on diskette, plus **FREE** demos!
☆ 12 levels of manic action with gorgeous graphics!
☆ There are still more prizes to be won in the Gold Rush!
☆ It's **NUMBER ONE** in the Commodore charts! (Gallup)!
☆ That's ten, and no misteak! *(Shere's one - Ed)*

STOP PRESS – CORRUPTION SHOCK!

A six-minute investigation by *The Thalamus Star* has uncovered a shocking series of bribes in high places. Documents obtained by our sleuth team show that anyone – including Government ministers and senior Vatican officials – who sends Thalamus a cheque or postal order for just £9.99 can receive a cassette copy of *Hawkeye* or *Armalyte*! And the disk copy is a mere £12.99! The bribes are apparently made payable to Thalamus Ltd and sent to Thalamus at 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW!

Crazy Cooper skins baby from Saturn!

IN A SHOCK statement last night top Thalamus sources revealed that game-players now have the right to bare arms – with a super sexy Thalamus T-shirt!

But there is a hush-hush secret behind the trendy Thalamuswear – they are made from **GREEN ALIEN SKIN**.

Cranky Thalamus boss Paul Cooper denied it. 'I deny this,' said Cooper crankily.

But *The Thalamus Star* has **PROOF**: the label says '100% Combed Cotton', which means green alien skin in Cooper's cunning code!

Bleach party

Crazy Cooper claimed that the T-shirts are **WHITE** and not **GREEN**. But *The Thalamus Star* has planted *(shurely 'dishcovered' - Ed)* a bottle of bleach in a cleaning warehouse near the Thalamus office.

And that proves that Cooper has been **BLEACHING** the green skin so it looks white!

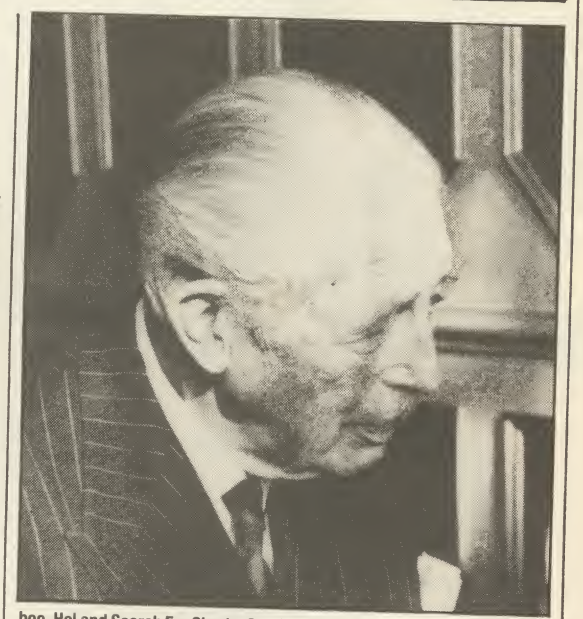
THE STAR SAYS: *Will these evil aliens stop at nothing? Look out for a special T-shirt offer soon!*

Dear Dr F . . .

Every month Dr Manfred V Flypaper answers readers' problem's. This month's star question comes from Thelma O'Wapping . . .

Dear Dr F, Last Christmas I got drunk at the office party and, shall we say, bought an Amiga. I regret it now, but it seems to turn my boyfriend on and he always wants to, well, you know, play Thalamus games on it. It has got to the point where he is pestering me to 'load it' for him three times a day. I keep on telling him I haven't got any Thalamus games for the Amiga but he just won't listen and I am afraid there is something wrong with him. Is this normal? What can I do?

It'z your lucky day, Thelma! Very zoon Thalamus vill releaze ze brilliant Armalyte and Hawkeye on ze Amiga, and zey have four new titles on ze vay: Xenodrome, Bamboo, Hel and Search For Sharla. So I vould zay zere vould be zomething wrong viv your boyvriend iff he did *not* go crazy about zis vunderful softvare!



Do *you* have any questions or funny true-life stories for Dr F? Send them to: Dear Dr F, Thalamus, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW.

ADVERTISEMENT

the WONDERS and the BLINKERS

THE BEST & THE WORST OF SIX YEARS ON THE C64!









THE TOP 20 ALL TIME GREATS

1 **WIZBALL**
Ocean

2 **DROPZONE**
US Gold

3 **PARADROID**
Hewson

4 **THE SENTINEL**
Firebird

5 **BUBBLE BOBBLE**
Firebird

6 **TETRIS**
Mirrorsoft

7 **BUGGY BOY**
Elite

8 **ARMALYTE**
Thalamus

9 **ZENJI**
Activision/Firebird

10 **NEBULUS**
Hewson

11 **SCARABAEUS**
Ariolasoft

12 **DELTA**
Thalamus

13 **GHOSTS 'N' GOBLINS**
Elite

14 **SPINDIZZY**
Electric Dreams

15 **BALLBLAZER**
Lucasfilm/Activision

16 **ELITE**
Firebird

17 **BOUNDER**
Gremlin Graphics

18 **HUNTER'S MOON**
Thalamus

19 **IK+**
System 3

20 **MERCENARY**
Novagen

What makes a game good or bad – is it the playability or the polish? the big cassette box with fancy packaging or the free poster/comic/tacky badge? And why are fish so stupid? ('Oi!' – Ken)

Well, there's no room to raise these questions here: listed on these two pages is what the ZZAP! team consider to be the 20 all-time wonders and blunders. No re-reviews, no frills – just a chart. You'll agree with many, we're sure – and we're equally certain you'll disagree with just as many. If you've got a particular pet hate or favourite not listed below, write into the Rrap, and we may publish an alternative chart. Just maybe . . .

THE TOP 20 ALL TIME BLUNDERS

1 ROBOBOLT
Alpha Omega

2 ALICE IN VIDEOLAND
Bug Byte

3 SHIRLEY MULDOWNEY'S TOPFUEL CHALLENGE
US Gold

4 SPY'S DEMISE
Electric Dreams

5 WORLD CUP CARNIVAL
US Gold

6 PINK PANTHER
Gremlin Graphics

7 COBRA
Ocean

8 JET STRIKE MISSION
Alpha Omega

9 LEE ENFIELD IN THE TOURNAMENT OF DEATH
Infogrames

10 COPS 'N' ROBBERS
Atlantis

11 BOB WINNER
Loriciels

12 MR MEPHISTO
Bug Byte

13 ONE BITE TOO DEEP
Reelax

14 RYGAR
US Gold

15 GRANGE HILL
Grand Slam Entertainments

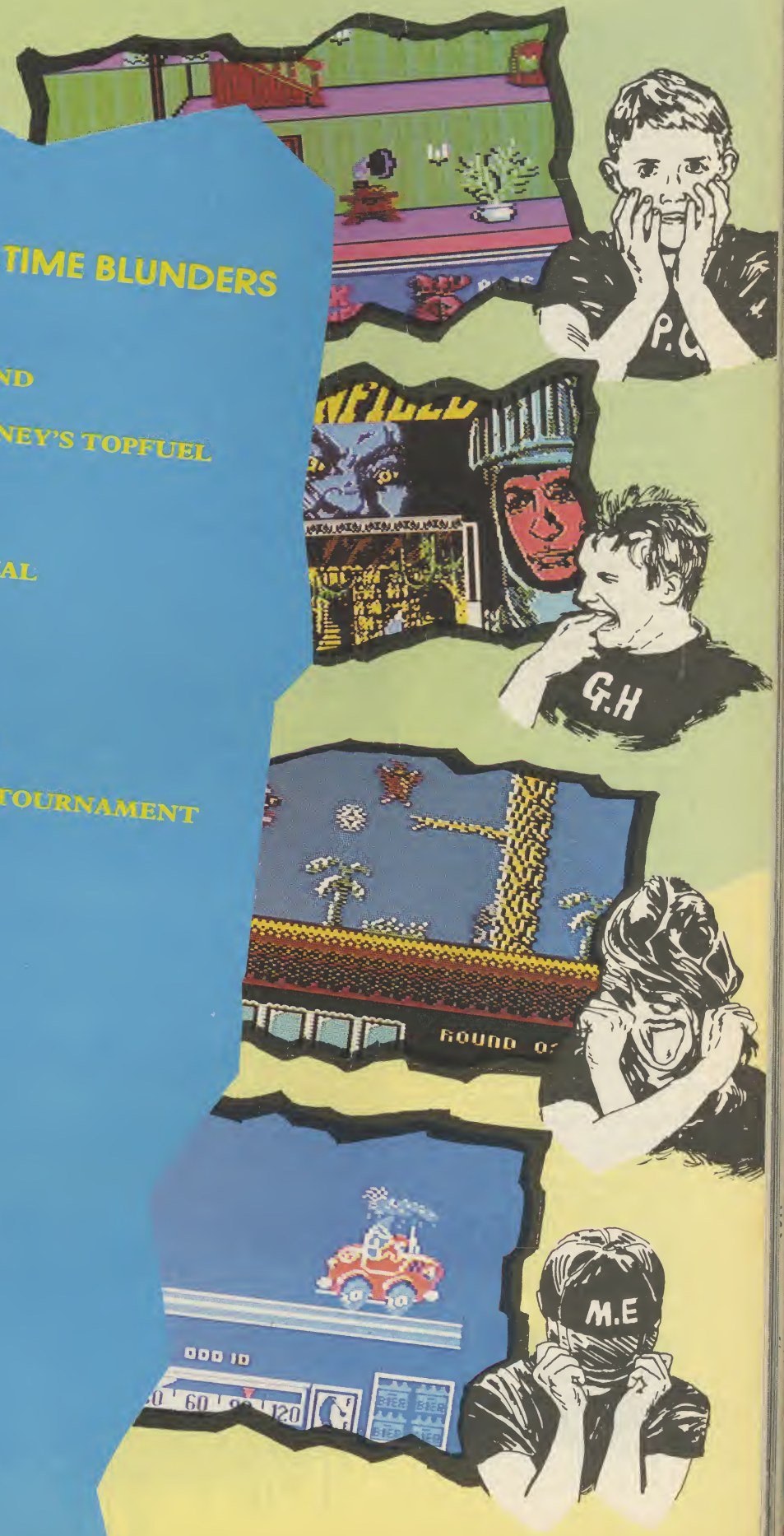
16 BLOOD VALLEY
Gremlin Graphics

17 WERNER
Ariolasoft

18 INSPECTOR GADGET
Melbourne House

19 TRIGGER HAPPY
CRL

20 FRIDAY THE 13TH
Domark



ZZAP!

Phwoar! This reviewing business was supposed to be fun. Nice, quiet evenings relaxing in front of a roasting spit typing in the odd letter while one hell of fat, juicy billy-goat roasts over a blazing fire. I lopped off the biggest Yule log any of you pus-bags has ever seen, baked a whole trough-full of stinking hedgehog pies, mulled a bit of lizard wine and got ready for the annual Christmas Chuck Vomit do.

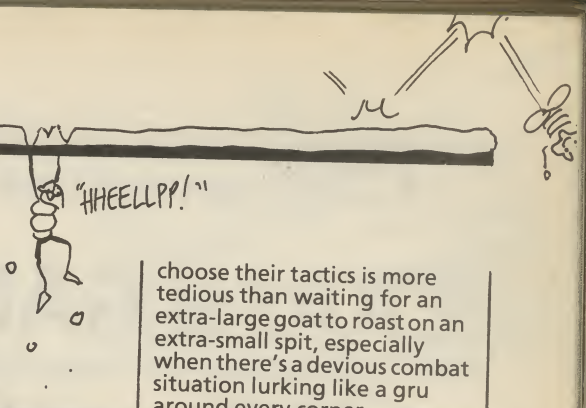
Normally Uncle Ripperbile comes with my Aunty Danglesnort and a barrel of fermented slime. My brother Burp makes the journey down from Glasgow – he always brings a few gristly titbits from his er . . . encounters along the way. We sit around the fire and sing songs – 'How sweet to be a psychopath', 'Billygoats, billygoats, drown them now' and other such family favourites. I was really getting into the mood when shivering Gordo plops through the letter box and tells me I've got a special to write. Not billygoat tandoori and chips either but a whopping great extra adventure section. Bang goes my Christmas do (and Gordon's head against the fire). Shucks – I was really looking forward to Ripperbile's annual uncorking of the slime. Now I'll have to wait for Aunty Snotnose's New Year billygoat bash. Bah! Still, with no-one else to share it, there's all the more Yuletide feasting for me . . .

CHUCK VOMIT









POOL OF RADIANCE

SSI/US Gold, C64 £24.95 disk

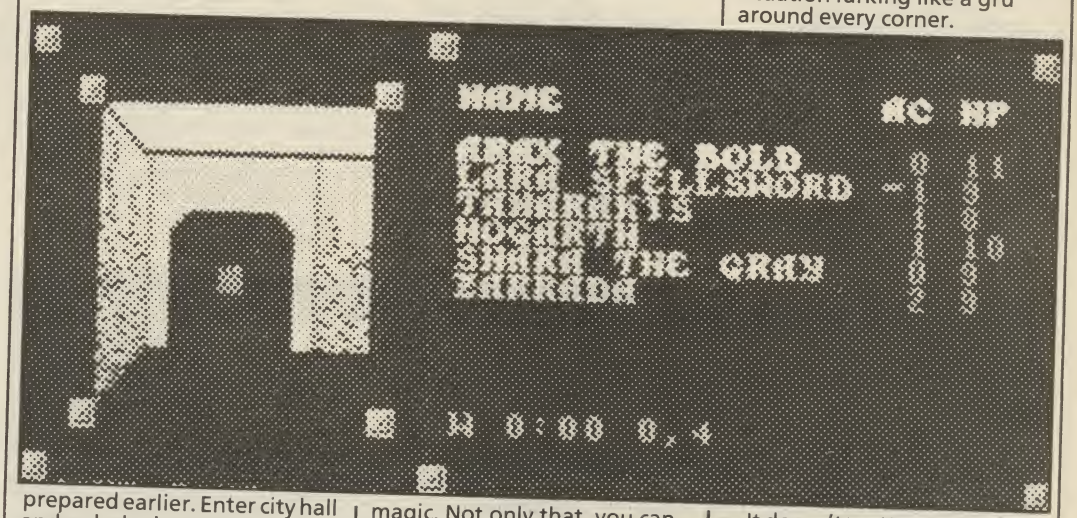


Flans! I like flans – billy-goat flan with just a pinch of mustard and a light dusting of roasted breadcrumbs are a really rare delicacy . . . Phlan, on the other hand, is a totally different kettle of fish – well, not exactly fish, more like monsters. And you don't get many of those to your cup of billy goats' blood.

If you're a fan of *AD&D* you'll know all about the world of Forgotten Realms. If you're not, you won't. It doesn't matter a lizard's toenail either way as this isn't exactly the sort of scenario to twist your brain into steaming knots. Basically, parts of Phlan have been enchanted by a mystical evil force and have been overrun by bloodthirsty monsters – their trails of gore and slime have made the slums even more uninhabitable than they were before (phwoar!, you should see them – what a honk!)

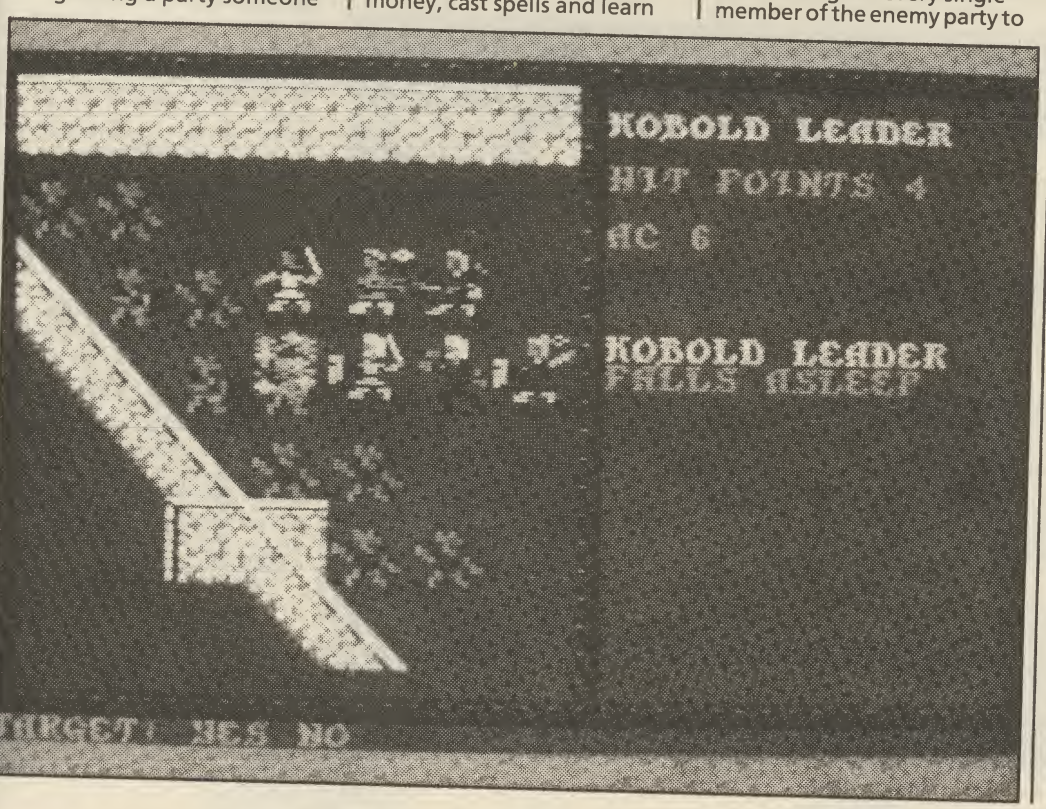
Tales of riches, untold treasure and gems galore are enough to tempt someone as greedy as you into adventure straight away. *Bard's Tale*-style, you can create your own party of up to eight characters or get straight into the thick of things using a party someone prepared earlier. Enter city hall and a clerk gives you a commission. Complete it and you can return to claim your just reward, use the money to pay for extra training and raise your character level, before setting off again.

▼ *Pool of Radiance*



Though the screen display is very reminiscent of *The Bard's Tale* series, gameplay itself is conducted in a slightly different way. Using the joystick, you toggle between a whole range of different menus – you can use objects, trade possessions with other characters, parley with enemies, buy, sell, pool your money, cast spells and learn magic. Not only that, you can also view your progress from several angles, including an aerial view. The graphic displays of the streets actually look like streets with different doorways for specific buildings and various concentrations of ivy coming down the walls.

In combat mode, the screen switches to a full graphic display. You choose the moves your players make or just let the computer do all the work for you. We're definitely talking long-winded here. Making laborious moves for each character, then watching and waiting for every single member of the enemy party to choose their tactics is more tedious than waiting for an extra-large goat to roast on an extra-small spit, especially when there's a devious combat situation lurking like a gru around every corner.



It doesn't matter so much the first few times you play, but after a while it does get fairly tedious (not so bad if you use your SAVE GAME option a lot). When there aren't any arcade skills involved I can't see the point of having an arcade-style display. You do get to see your warriors firing arrows and hacking orcs in mini-animation but in the long run I don't really think it's worth it.

There's an incredibly huge, ginormous, large, pork-bellied environment to explore. Get your mapping instruments ready because this game is BIG. There isn't all that much to do puzzle-wise – fighting, hacking, slicing and chopping is about all there is to it but on the whole it's excellently presented and great fun to play. I'm not sure about the lastability, though – bashing orcs is one of my favourite hobbies but it does get a bit repetitive after a while, especially if you're waiting around a lot for the program to access disk. *The Bard's Tale III* is still my favourite 64 RPG (the puzzles are what make it last): *Pool Of Radiance* is just a tad too one-sided to match it.

Still – if blood is all you want from a role-playing adventure and you don't care how you get it, then rush out to the shops pretty damn pronto and buy this right now. On the other hand, if, like me, you've got more of a head for puzzles, think about it slowly and carefully first . . .

ATMOSPHERE	**83%**
PUZZLE FACTOR	**49%**
INTERACTION	**60%**
LASTABILITY	**81%**
OVERALL	**80%**

CRASH GARRETT

ERE International/Infogrames, Amiga £19.99



Remember Arbeit Von Spacekraft's film *Crash Garrett*? Er . . . well, nor do I (I don't go to the cinema much, anyway – all those people getting in between my toes give me athlete's foot) but it's apparently on this epic piece of footage (dig my Hollywood-speak) that *Crash Garrett* the computer game is based.

For those of you not in the know, Crash runs an air-taxi business for those dirt-rich people who made their money in the movie business. On this occasion he's been commissioned to take the lovely Cynthia Sleeze on a trip to the town of Lone Pine. Crash is a pretty cool guy – so situations that would turn lesser heroes into a mound of steaming jelly leave him cold as an ice-cube. However, growing evidence that a certain Dr Thorn's hospital is a front for subversive Nazi activities is just about serious enough to send the tiniest shiver down his spine. When a mechanic comes for him with an iron bar and he's asked to strangle Cynthia with his bare hands, it really is brown trousers time.

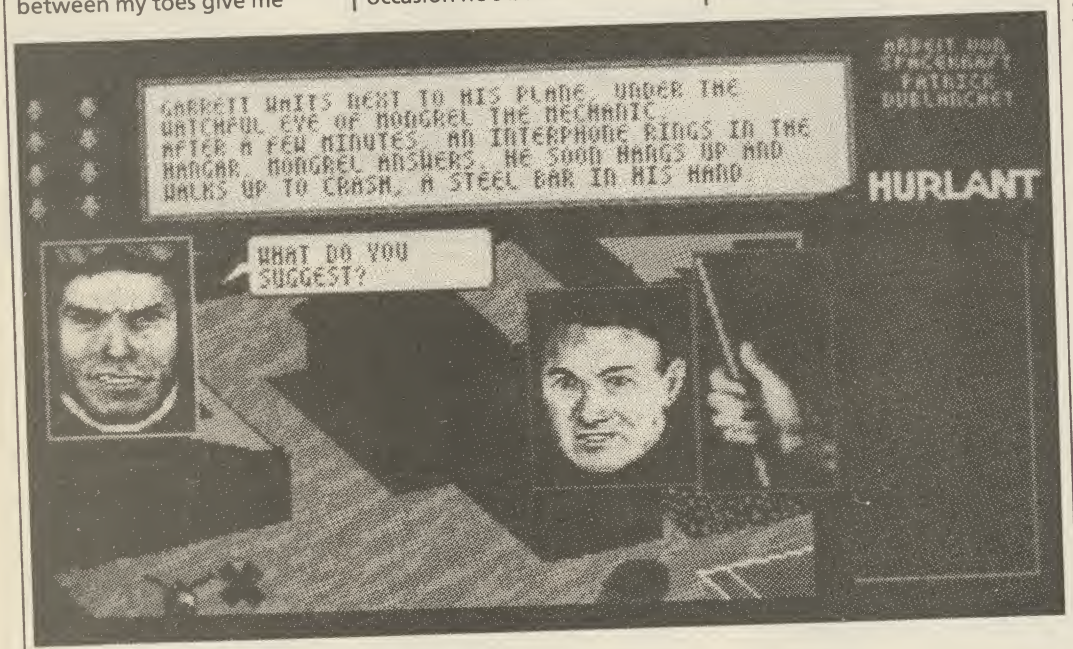
'Will Crash die?', you ask, 'Is this the end?'. Well . . . not necessarily, because by some incredible stroke of luck, Crash has a permanent dialogue with a voice inside his head and guess who that voice belongs to. Screaming Lord Sutch. No, sorry. You.

The action unfolds in atmospheric cinematic style with speech bubbles, sound effects and limited animation at crucial moments in the plot. Crash speaks to his internal voice in chronically slurred, digitised speech – nowhere near as musical as a gnome's dying grunts.

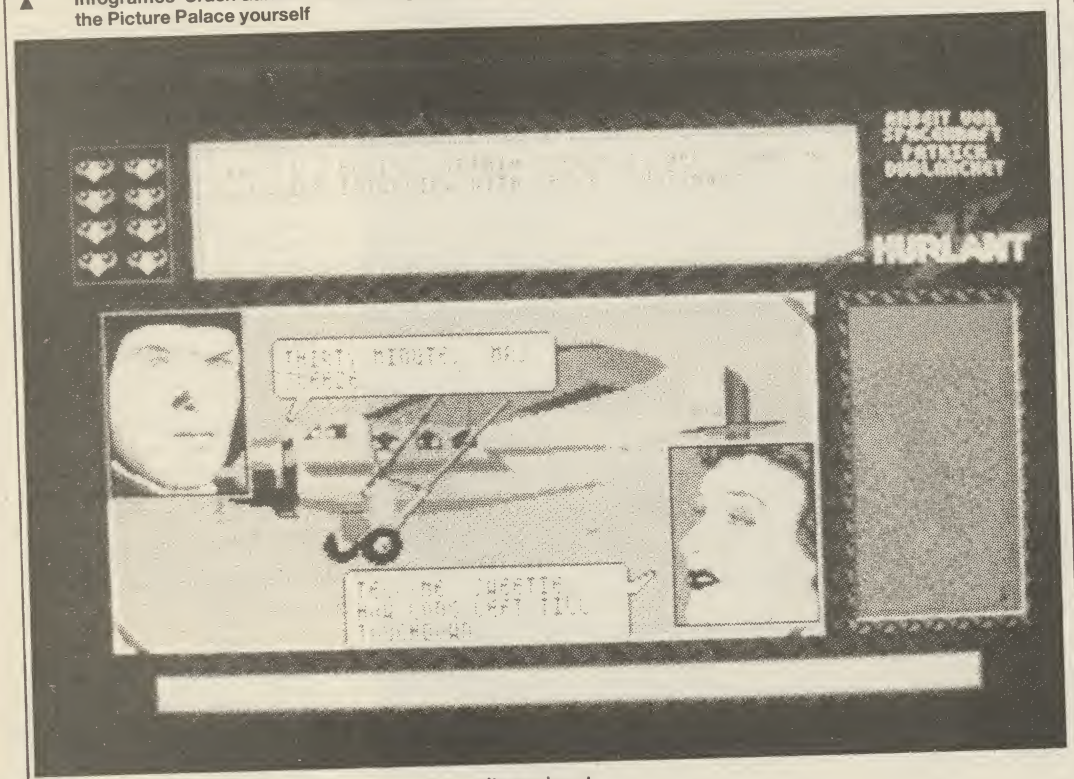
When he lets you get a word in edgeways (and believe me, this guy Crash loves to talk) a typed in command moves the action along by itself in a certain way. This is definitely interactive fiction rather than full-blown adventure because Crash (not the most intelligent movie-star ever) takes over for periods at a time, completely ignoring his inner voice. While he's not speaking to you, he could be crashing his plane, chatting up a dame or falling off the nearest cliff – and you can't do a thing to stop him. Serves him right.

The parser, if you can call it that, isn't up to all that much. Complex commands are recognised occasionally but most of the time Crash (the original dimwit) decides he can't do what you've just asked. Conveniently (wink, wink), he's got a reputation for being very obstinate.

Not that any of this matters all that much in the end. It's worth playing just to watch all the biff and bash effects – just like the mega brilliant *Batman* TV series (my favourite). A few extra sound effects would have been nice, but even without them the tongue-in-cheek, corny MGM-style cinematics are great. So what if the gameplay isn't all that complex – unless you're a deathly serious bastard who wouldn't recognises a sense of humour in a prickly boiler suit even if he sat on one, it's *still* worth giving this one a try.



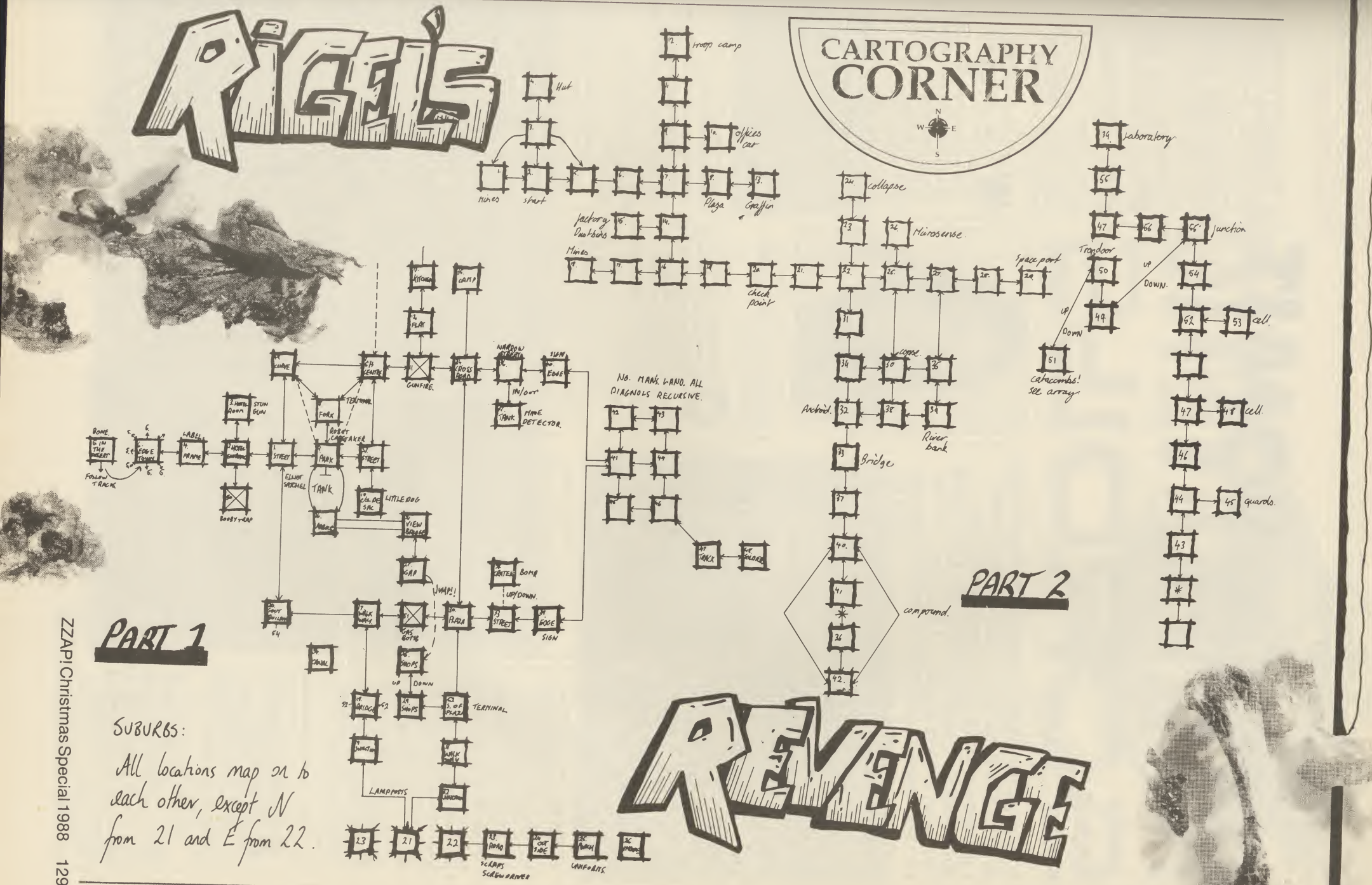
▲ Infogrames' *Crash Garrett* – almost as good as taking a trip to the Picture Palace yourself



▲ Boy! This man's French accent sure does melt your heart

ATMOSPHERE	83%
PUZZLE FACTOR	67%
INTERACTION	78%
LASTABILITY	76%
OVERALL	76%

CARTOGRAPHY CORNER



ADVENTURE

CHUCK VOMIT AT MAGNETIC SCROLLS

Ever since he made a mess of filching his first copy of *The Pawn* from the local computer shop (you should have heard the stories about big green men and UFOs), Chuck Vomit has been a heap big fan of Magnetic Scrolls. He likes them so much that he overcame his naturally shy and retiring nature, ironed his favourite crocodile tie and hijacked the nearest London train. Relying purely on the powers of his massive nose he stomped his way (the usual trail of death and mayhem in his wake) to exactly the right office block. This is the story of what he found . . .



Uncle Ripperbile always said I had a brilliant sense of smell. Boy, was he right! It's not just brilliant, it's sponditiously flabbergastingly fabulous, excellent beyond belief. I'd only been sniffing ten minutes (bit distracting, those whiffs of doner kebab) when I found them. Just south of the river between London Bridge and Borough station lie the offices of Magnetic Scrolls. Lollop down a grimy side alley (hmmm, dig those slimy smells), pass by a hearty-looking London pub (very tasty regulars), travel up in a rickety, rattling lift and you're there. Pretty low profile for a company that has won practically every adventure accolade going include the Game of the Year awards for both *Fish!* and *The Guild of Thieves*!

So how did this small but everso successful company actually start? I hung Ken Gordon and Anita Sinclair out of the window until they spoke.

'When the QL came out, that looked like an opportunity for writing new, interesting games. When the ST came along with its added graphics the move was easy because they're both 16,000 machines. There was a gap in the market (no, please don't hit me again, Chuck); nobody had got into 16-bit machines so we took the chance. What they came up with was *The Pawn*. Set in the mythical land of Kerovnia, it was bunged in a classy blue box by Rainbird and converted to run on a wide range of 16 and 8-bit formats – from PC to Amstrad CPC.

Contrary to common belief, this programming lark isn't just swanning around in white Ferraris and wearing designer shirts. Nope, it's a lot of hard slog and sweat. For a start, each game takes about a year to develop.

All primary work is carried out on a huge microvax linked to a series of terminals. A couple of programmers work from home (too scared to meet me, eh?) on comparatively fast Apricot Zens – but the microvax system provides more than enough opportunity to experiment.

About 80% of a game is written by two people – one specialising in the text and the other in coding – but as their work overlaps neither is a complete specialist. About two months before a game is due to be released, work starts on the individual versions. A specific format is assigned to each programmer. Meanwhile, a small army of play-testers and bug-spotters (gi's a job, Anita) is called into action.



Over the years they've been clever enough to develop a whole range of in-house adventure utilities. What do they think of some of the finished systems available on the market now?

'A lot of really good ideas get strangled because a system isn't capable of expressing them. One of the most complex utilities available at the moment lets you have up to 500 flags and 500 counters – you couldn't express one of our games in those terms. Without that extra flexibility, I could see it being very difficult to write a half-reasonable game using one of the adventure-writing systems. The ones I've seen, even by people I've expected to do quite well, have been marginal. Why are you looking at me like that Chuck . . . you haven't written any have you . . . ?'

Lucky for him that I haven't. Otherwise we wouldn't be moving quite so swiftly into the *graphics v text* debate.

'Graphics take a long time to do and they involve a lot of people so they really have to add something to a game to be worthwhile. Originally, we considered line drawings but we then decided to go for bit pictures. There's fewer of them, but generally they're of a higher quality.

'The trouble is that when a game is being developed we don't work with the pictures; the design is largely coordinated by artists told about the story. They're given descriptions of the rooms so that they make sense, but the illustrations can never be completely accurate. There may be a standard lamp in the picture that isn't in the description. Try and look at it or do something with it and you draw a blank. Our graphics are illustrations really: they're broadly correct but they aren't too literal.

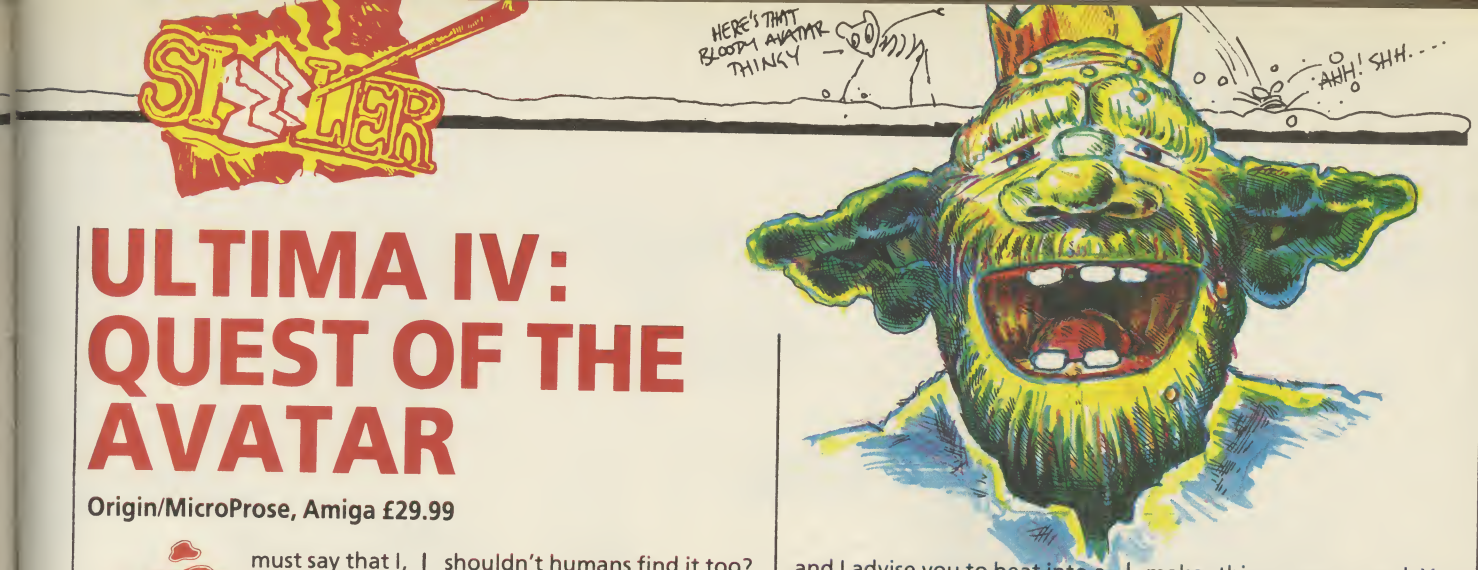
What do they think about the future of sound in adventures?

'On the Amiga versions of our games you can opt for spoken descriptions and enjoy a bit of music. Unfortunately, sound is really heavy on memory. Certainly with the Amiga's stereo capabilities you could have binaural creeping footsteps. It would be a bit unsubtle, though, having to tell the user that he has to wear his headphones because he may be in for a surprise!'

It was nice to see that the team was almost always in complete agreement with me. I'm all in favour of violence, and Magnetic Scrolls insist that they don't support a particularly pacifist stance. The fact that you can't die in *Jinxter* was introduced primarily as a gimmick.

'You *can* die in *Corruption* and *Fish!* but our games do tend to suggest that force doesn't get you anywhere very fast. Attack the old man in *The Guild of Thieves* or the guru in *The Pawn* and you're dead. Blood and guts don't usually have that much to add to a game. It may be justified in a film setting where you're making an artistic point, but I don't think you're making that kind of point in a computer game. More often than not blood and gore is introduced as a marketing ploy. If you really want to shock people then there are other ways of doing it.'

I reckon Magnetic Scrolls are more in the business of shocking by contrast. *Corruption* was a pretty drastic departure from the fantasy world of Kerovnia and *Fish!* is an even more drastic departure from that. We won't know for some time what next year holds in store – for the moment, plans are firmly under wraps. As for what could possibly follow *Fish!* – cod knows.



ULTIMA IV: QUEST OF THE AVATAR

Origin/MicroProse, Amiga £29.99



must say that I, Chuck Vomit, lord of the crocodiles and baron of bridges, find it hard to believe – but apparently you're supposed to be capable of enlightenment. And I don't just mean all that stuff about the birds and the bees, or a pint of Hemmeling, I mean the real



thing – the Ultima biggy. What do you mean, you don't know what I'm on about – I'm on about the Avatar, birdbrain.

So what's this Avatar lark all about then? Well, apparently it's a quest for a new standard and a new peaceful vision of light. Billygoats haven't got it but trolls have, so why shouldn't humans find it too? The land of Britannia has passed through three turbulent episodes of warfare and destruction – now is the time for peace.

If you're expecting spectacular Amiga graphics, don't. Apart from some pretty neat introductory illustrations they're almost exactly like the 64 version (first released back in 1986). You move around on a full-screen map which shows enemies, cities, castles and towns. You can talk to people, make use of objects, mix the correct ingredients to cast magic spells, fight enemies buy, haggle and sell.

Forests, mountains and plains are inhabited by some fairly nasty monsters: bats, dragons, gremlins, orcs, skeletons, zorns and orcs – oh yeah, and trolls. Some joke that! Real trolls would tear any puny adventurer, enlightened up to his armpits or not, covered in armour or billy-goat jelly (either will do) with their bare hands – with their bare thumbnails, even. These pathetic little ponces are definitely not the real object and I advise you to beat into a pulp any that you see. Grrr . . .

The more monsters you belt, the greater your experience rating, but the more people you speak to the greater your chance of achieving the Avatar. The potential for conversation is definitely what makes this game so good. You can speak to almost anyone on an incredible list of subjects – it really feels like you're having a chat because what Nigel the wizard, or a child playing in the street, mentions actually determines what you can talk about next. Not only that, you can learn about other people by speaking to their friends and use the information you've gained from earlier encounters when speaking to others. A few conversations and you feel you're really getting somewhere. Unlike other role-playing games where you have to spend ages hacking and slaying to get your experience points you feel in the thick of things right from the start.

If you thought role-playing games were nothing but an excuse for a good fight and a load of plunder, think again. *Ultima IV* isn't just brawny – it's got a brain as well (a lot like me, really). And if that isn't enough to tempt you, just think about the excellent presentation (two booklets, an ankh and a top-quality tea-towel . . . er . . . I mean cloth map). Thought about it? Right – go out an buy it NOW!

▼ One of the more picturesque locations in the harsh world of Britannia



▼ The best in the *Ultima* series yet – for the Amiga, anyway



ATMOSPHERE	86%
PUZZLE FACTOR	84%
INTERACTION	92%
LASTABILITY	95%
OVERALL	91%

ZZAP! ADVENTURE

STEVE

FISH!

Magnetic Scrolls/Rainbird, Amiga £24.95



I thought you were the sole goldfish in the bowl, didn't you? Cod, what a prawn! You didn't anchovy think that Mission HQ would let an international information shark like you spend his well-earned rest mackerelling about in any old plaice. And you were looking forward to dace and dace of inactivity, too! Some bream! Well Rear Admiral Sir Playfair Panchax has his rays (ways, moron). When a tacky plastic castle plops into your bowl, you know you're in for a bass-ically active time. Oh well, you were starting to get a bit chubby, anyway. Perhaps you'd just better talk to Panchax – eel sort something trout.

Anyone who didn't laugh at those fishy puns can come and discuss the fine details later. Meanwhile, it turns out this is no ordinary crisis. In fact it's pretty damn serious. An inter-dimensional gang of anarchists – the Seven Deadly Fins – have warped themselves to a planet inhabited entirely by fish. Well, fish people to be exact. Er . . . yeah . . . apparently they have perfectly human torsos and thoroughly fishy legs – tails, I mean. Weird! (those concerned about the mental health of the programmers should apply direct to Magnetic Scrolls). The fins are a dead nasty lot – they're planning to sabotage well-laid plans to build a device designed to irrigate Aquaria, a planet in danger of drying out. You need to recover the stolen parts of this secret device before it's too late.

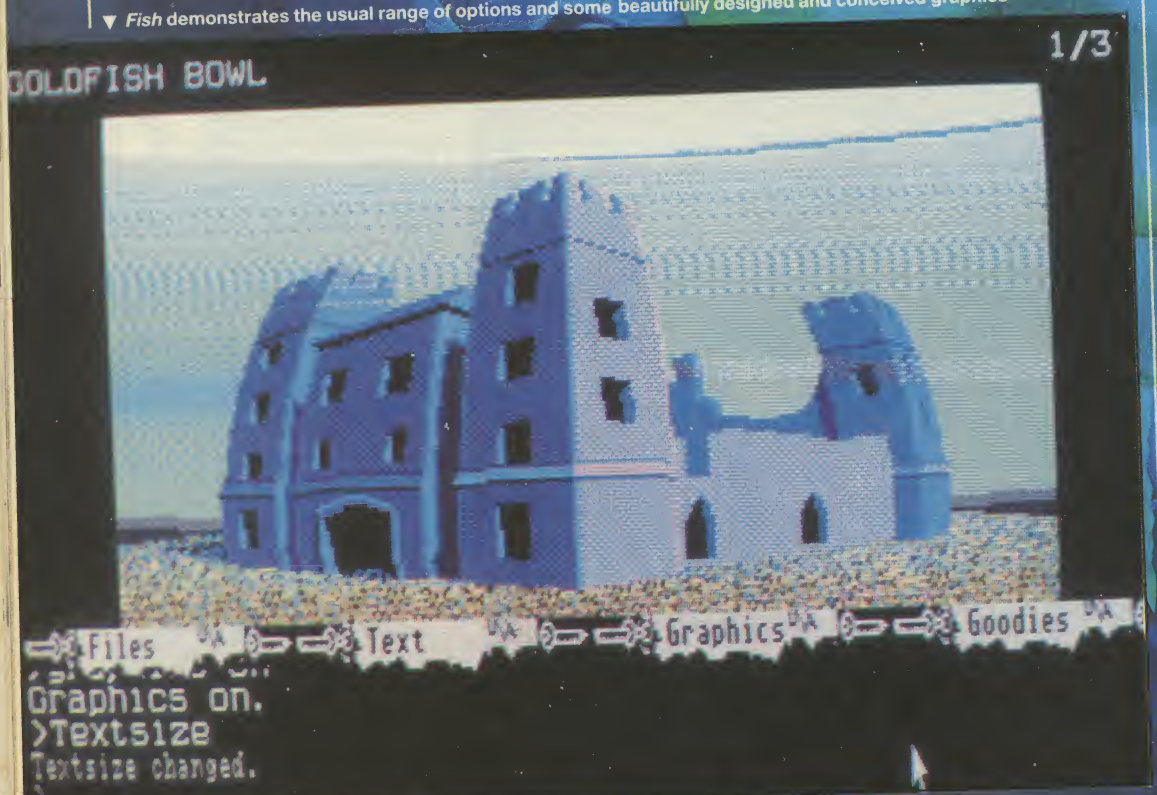


▲ Try picking up this offensive creature – but you need to take a pew first

Not for nothing are we called the greatest espionage organisation in the . . . er . . . well, in the near vicinity. Carefully research into warping (a painful form of molecular travel, more painful than being tricked out of your lunch by a billy-goat in red pyjamas) has made it possible for you, agent extraordinaire 10, to travel to four different key locations. As you (the parasite) pass through each of the warps (the last one is only accessible if you've solved the first three) your mind is transferred into the body of a living thing (the host) from the appropriate dimension . . . no wonder it hurts!

As you're still an inexperienced warper, you need a slightly gentle start – so the first three scenarios, accompanied by some melt-in-the-mouth graphics, aren't all that difficult to complete. All you have to do is avoid a maniac junky with a tendency to become angry (and boy, does he get angry!), weedle your way past an extremely loud-mouthed record baron, and avoid the infamous Fins while dicing with death in the bowels

▼ *Fish* demonstrates the usual range of options and some beautifully designed and conceived graphics

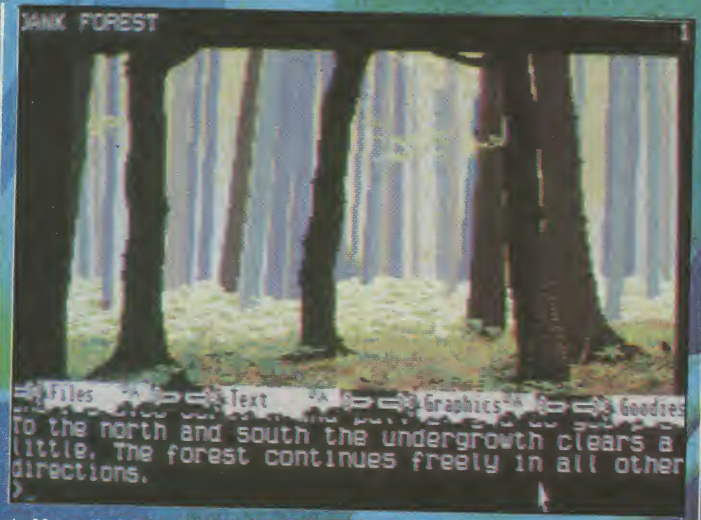


of a crumbling abbey. Easy as falling off a log.

Loud noises and flashing lights break down the host-parasite interface but when this happens you just get thrown back into the bowl an older and a wiser fish. Fish don't have any arms, wise guy, so don't start trying to take anything back with you into the bowl – it doesn't work. Back among the pondweed you just muster your resources and get ready to try again.

By the time you make it to warp 4, the going starts to get really tough. As Dr Roach, an eminent individual of some social standing (like me) you can take a paddle to Padlington station, visit the local guppy pub for a snifter (don't forget your fishofax), groove on down at the disco or just buy yourself some new and nifty clothes. Trouble is, the Fins are hot on your trail – unless you outwit them *and* manage to avoid all situations designed to break down your precious interface you might end up suffering a fate worse than sharing a tin with a team of skinhead sardines or being mashed into a pot of anchovy paste.

As a top inter-warp spy with more letters to your name than you can remember (let alone write), no puzzle is too hard for you. That's lucky because this is one goldfish bowl that has more than the average number of wicked twists. Just when you think you're getting some-

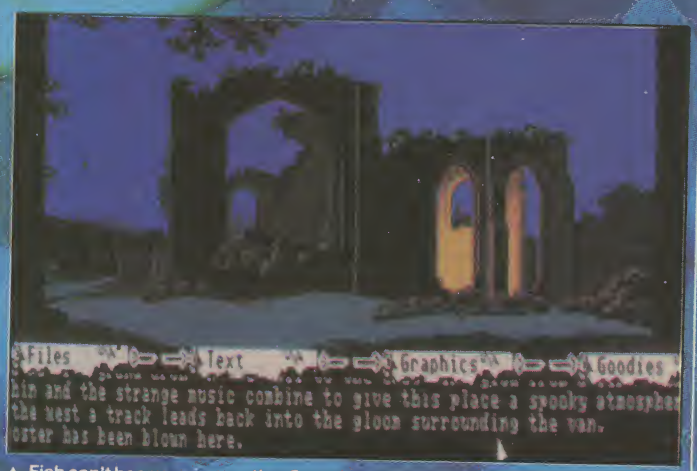


▲ My uncle Ripperbile lives in a forest like this – but you wouldn't catch him wandering around in the daylight

where you become a candidate for entry into the next tin of catfood – and you won't get any holidays there. Even the sub-games have enough substance for you to get your teeth into. There's always some kind of logic to a solution even if occasionally the reasoning is pretty warped (geddit?).

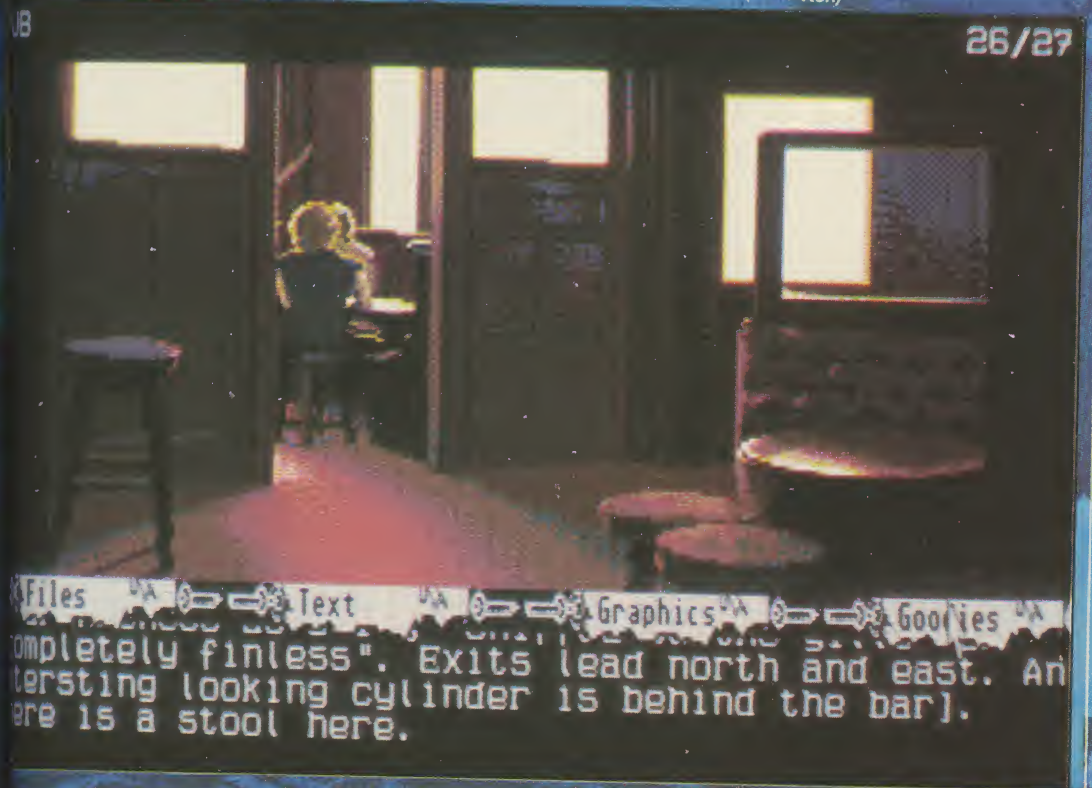
The parser is up to Magnetic Scrolls usual high standards. Most variations of a command are recognised and there are loads of abbreviations: L for LOOK, X for EXAMINE and so on. You can even summon up a list of pronouns available at any one time by typing PN. There isn't all *that* much scope for interaction but then interaction isn't always all what it's cracked up to be. What's the point of having loads of potentially interactive characters when they don't actually contribute that much to the game? You can never really converse with NPCs (just ask them questions) so there's no reason they should be included just for their own sake.

You still have to enter a separate command to open specific doors when it's quite obvious you can walk through them (I'm really sick of bashing my nose against doors) but as there aren't as many fiddly situations as you find in, say



▲ Fish can't hear music, can they? *(They can if they're as cool as me – Ken)*

▼ Completely finless? I like my fish with their fins *on!*



Jinxter, that doesn't matter too much. Who cares anyway when almost anything you type in gets an appropriately fishy response?

It's getting a bit boring really. Every Magnetic Scrolls adventure gets praised to the skies, wins a thousand (or thereabouts) awards and gets an incredibly high mark in all the magazines. You'd think they could produce a dud once in a while just for variety's sake (what do you mean, you can't imagine that – just use your brain will you?) Well, so far they haven't, so *Fish!* is just going to have to get another rave review. Altogether, it's slick, subtle and sparkles with subaquatic humour. What more could your average haddock want?

(Can I have my turbo-powered totally infallible and hyper guaranteed billy-goat flame-thrower now, Anita?)

ATMOSPHERE	85%
PUZZLE FACTOR	92%
INTERACTION	86%
LASTABILITY	94%
OVERALL	93%

CORRUPTION

Magnetic Scrolls/Rainbird, C64 £17.95



Is it a big bad world, or is it a big bad world? I thought Ludlow Bridge was something of a danger spot – you never know who's going to disappear round there next (hur, hur), but down in the smoke of London things really are getting bad. You've just become a new partner in the firm of Rodgers and Rodgers, got your new BMW and a nice (well, not very nice) new office, when things start looking a bit dodgy. That nice man, David, your friendly partner looks as if he's out to get you. Everyone, including your wife, David's secretary and the staff of the local hospital are trying to make you look as if you're the guilty party in an insider dealing case.

Sound familiar? In that case, you probably read old Harley's review of the Amiga version back in the September Issue. At the Personal Computer Awards, a couple of months ago, it was voted Game of the Year. Anita Sinclair must be getting a bit bored with winning all these awards – she picked up Game of the Year (for *Guild Of Thieves*) at the British MicroComputing Awards in 1987 as well.

In many ways, the structure of *Corruption* is a far more original game than *Guild Of Thieves*. There's the setting for a start, but even more unusual than that is the way the game is played. Time is all important. It's not so much a matter of



▼ I didn't think the graphics were as good as *Jinxter*, but the text is as intrigi– intrugun– good as ever



INGRID'S BACK

Level 9, Amiga £19.95





've never yet met a gnome that I haven't eaten. In fact, if I ever come across Ingrid in person it'll be goodbye Nettlefield, goodbye Flopsy and hello after-dinner snack.

Ha! That should keep her away. The last thing I want is tiny busybodies messing up all the billy-goat trophies knocking about in my hole.

What do you mean, what am I talking about? You remember Ingrid don't you? Her mum and dad made the mistake of sending her to the Institute of Gnome Economics for a bit of education. When she came back, they wished she hadn't.





A faulty transportation scroll was designed to make sure she stayed away for ever (and good riddance). Trouble is, Ingrid came back.

This time, one or two people are actually glad to see her. Nothing to do with absence making the heart grow fonder: gnomes aren't into all that sentimental claptrap! Nope, it's more to do with the fact that Jasper Quickbuck has taken over as Little Moaning's most hated gnome. He's planning to raze the village to the ground and put a great big enormous yuppy homes development in its place. What a meany! Boo! Hiss!

Well, Ingrid won't stand for it. She's got her territorial uniform out of storage, sawn off the end of a sub-machine gun and gathered together a few grenades (it doesn't make her look any better – what she really needs is a shave) and now she's ready for action.

Miss Bottomlow's campaign is conducted in three parts. First off, she has to get as many people as possible to sign a petition. Easier said than done, but somehow she manages it. Not that it puts Jasper off making a quick buck – he just gets out his steamroller (plus troll cronies) and tries to flatten her farm. Once she's stopped that, all Ingrid has to do is infiltrate Quickbuck's

making your way around a set of different locations as being in the right place at exactly the right time. You play against a 24hr clock which advances one minute for every turn. As time passes, David's plot thickens: unless you interfere, everything just goes on according to plan.

All this makes the adventure one hard nut to crack. As you make your way through the office building, visit the park (be careful crossing the road) or just take a walk to the chemist's you might come across nothing at all. Try at another time of day and you might find a mega-hint. For Chuck 'Sherlock' Vomit, fitting the pieces of a dead confusing puzzle together didn't pose much of a problem but for punier (and younger) adventurers the whole thing might prove a tiny bit too hard. It's certainly tough trying to make sense of anything at first. The main thing is to look out for yourself and trust no-one. Don't be fooled into thinking anyone is your friend. They're not.

Though the graphics aren't quite as nifty as those in *The Pawn* or *The Guild Of Thieves*,



they aren't half bad and still amongst the most impressive you'll find on the 64. I reckon it's all to do with the subject matter. When you've only got so many pixels, it must be a lot easier to create fairy-tale fields and castles than detailed London streets – and I'll belt anyone who disagrees.

As you'd expect, the parser is very comprehensive and there are plenty of extras too. You can do all sorts of things with the graphics (turn them off, switch them back on, shove them up the screen, view them only the first time you enter a location and so on) and mess about with the location texts to your heart's content. Interaction is limited to asking or telling other characters about something, and though you can ask most people about anything under the sun, you'll only get a useful reply if you pick the right topic.

Insider dealing is a bit of a specialised subject and isn't guaranteed to be everyone's cup of tea. It will probably interest a whole bunch of business people who don't normally play adventures and put off a lot of adventurers who like their games to follow a more traditional style. I reckon Harvey Harlequin was a bit harsh when he gave the Amiga version 81%. *Corruption* may not have mass appeal but that doesn't prevent it from being a top quality, highly original adventure product. Don't buy it straight away – give it a try first. If you like what you see, you're in for a whale of a time . . .

ATMOSPHERE	**93%**
PUZZLE FACTOR	**90%**
INTERACTION	**87%**
LASTABILITY	**86%**
OVERALL	**90%**



manor as a maid and come back with enough evidence to put rabbit-features away for good.

Easy? Well, in the tradition of *Knight Orc* and *Gnome Ranger*, the first part is a lot easier than the other two. It's more of a beginner's section really which shouldn't take all that long to solve. Unless you've been spending the last three years hibernating under a rock somewhere in Siberia, you won't be surprised to find that interaction is definitely the key to the whole adventure. Ingrid can converse with everybody she meets and needs to enlist the help of plenty of other characters to succeed. Not only that, Flopsy, her favourite dog (judging from Ingrid's size, I reckon Flopsy must be a chihuahua) is always ready to help.

Oh yeah, the trolls. Ingrid isn't very nice to them at all. In fact, Ingrid's machine gun would look very nice next to the billygoat trophies on my wall. Think about it, Ingrid. Think about it a lot.

Trolls apart, I found this a lot more fun to play than *Gnome Ranger*. There isn't so much redundant landscape, the puzzles seem to have more structure, and there's always something going on. Little Moaning is full of gnomes leading ordinary lives: fishing, shopping, surveying, playing darts, buying concrete humans for their gardens – you name it, they do it! You can really enjoy wandering around the landscape instead of just wishing that the next puzzle would turn up.

The hand-drawn, hi-res graphics aren't quite as impressive as you might expect but they are colourful, atmospheric and very quick to redraw. There certainly isn't as much disk-accessing as you'd get with Magnetic Scrolls . . .

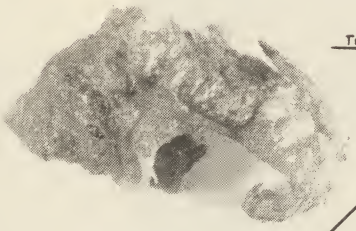
In addition to a copy of Ingrid's Gnettlefield Journal (part 2) and a full-colour portrait of the gnome herself, £19.95 buys you a typical Level 9 parser which accepts complex sentences and has plenty of useful abbreviations plus options to SAVE or RAMSAVE. Using the mouse, you can manoeuver the graphics up or down the screen, and to save laborious moving about, you can GO or RUN TO all of Little Moaning's locations.

Personally, I was a bit disappointed with Level 9's first interactive adventure, *Knight Orc* – there were loads of different characters and locations but in the end most of them turned out to be irrelevant. *Gnome Ranger* was a definite improvement on that, and *Ingrid's Back* is even better. The interaction really is worth it this time. I just hope, for Ingrid's sake, that I never meet her front . . .

ATMOSPHERE	**94%**
PUZZLE FACTOR	**85%**
INTERACTION	**92%**
LASTABILITY	**88%**
OVERALL	**90%**

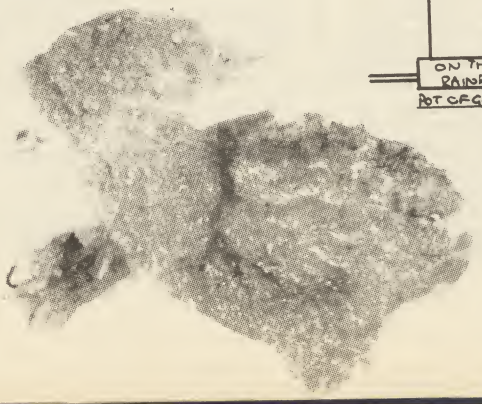
ZORK I





THE MINE

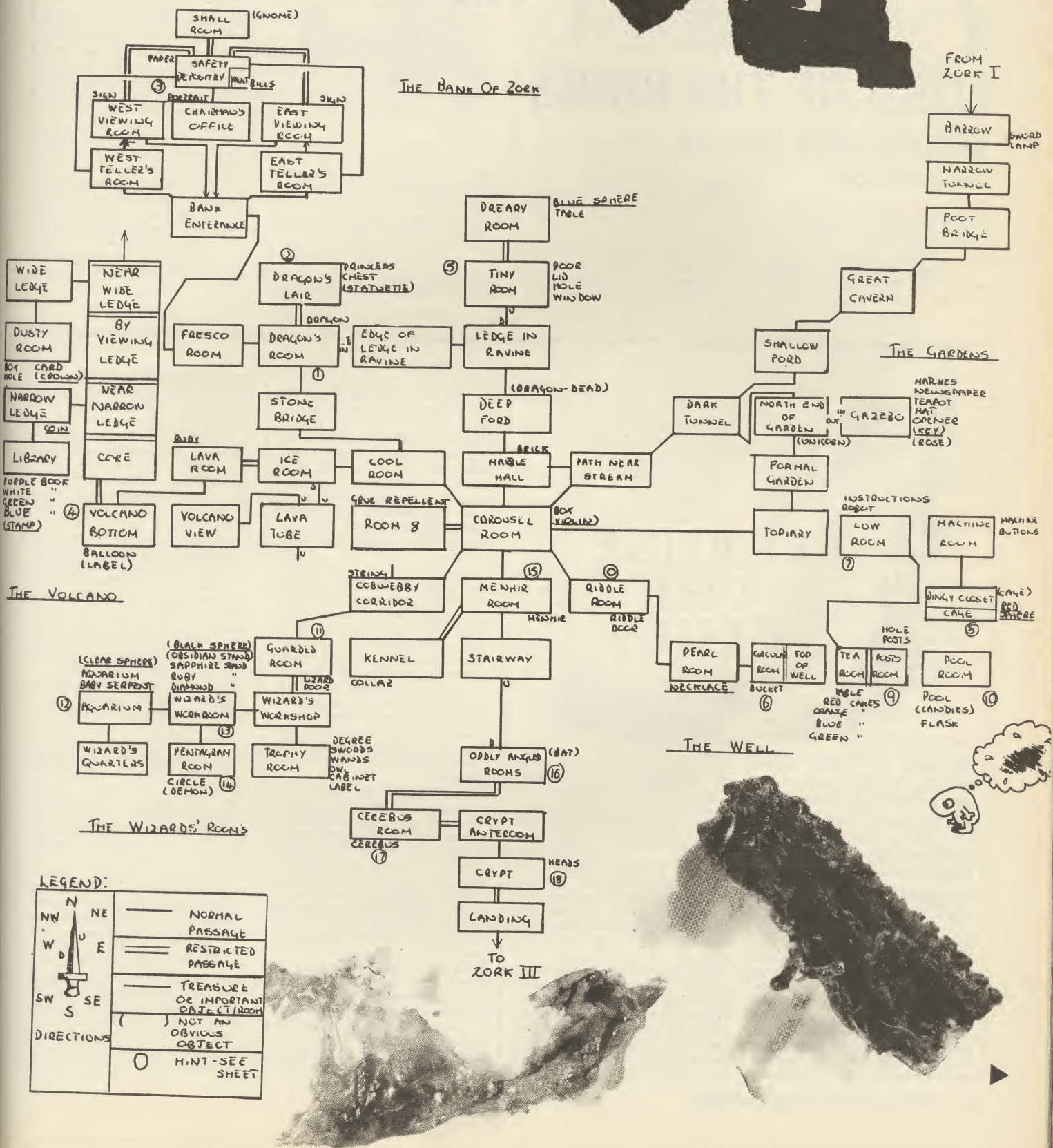
BRACELET
GAS ROOM
COAL MINE 1
COAL MINE 2
COAL MINE 3
SHELLY ROOM
SHAFT ROOM
BASKET
COAL MINE 4
LADDER (TOP)
DRAFTY ROOM
(BASKET)
TIMBER ROOM
TIMBER
LADDER (BOTTOM)
DEAD END
PILE OF COAL
MACHINE ROOM
MACHINE (DIAMOND)
JAT ROOM
FIGURINE
BAT
SQUEAKY ROOM
MINE ENTRANCE
SLIDE ROOM
COLD PASSAGE
TO CELLAR
MIRROR ROOM (NORTH)
TWISTING PASSAGE
CAVE
ATLANTIS ROOM
TRIDENT
RESERVOIR (NORTH)
AIR PUMP
THE RESERVOIR
STREAM
RESERVOIR
JEWELS
STREAM VIEW
RESERVOIR (SOUTH)
MAINTENANCE ROOM
CHEST
BUTTONS
TUBE
SCREWDRIVER
WRENCH
DAM LOBBY
BOAT
LABEL
THE DAM
DAM
DAM BASE
PILE OF PLASTIC
FRIGID RIVER
1
2
3
4
5
THE RIVER
LEGEND
NORMAL PASSAGE
RESTRICTED PASSAGE
BAGGAGE RESTRICTION
IMPORTANT OBJECT/ROOM
() NOT AN OBVIOUS ITEM
DIRECTIONS
MINT-SEE SHEET
TO CLEARING
CHASM
DEEP CANYON
TROLL ROOM
NORTH-SOUTH PASSAGE
THE UNDERGROUND CAVERNS
ROUND ROOM
PLATINUM BAR
MAZE
COINS
SKELETON KEY
RUSTY KNIFE
TROLL ROOM
TROLL AXE
EAST-WEST PASSAGE
TO KITCHEN
ROUND ROOM
DAMP ROOM
WHITE CLIFFS BEACH
ENGRAVINGS ROOM
ENGRAVINGS
TORCH
DOME ROOM
ROPE
TORCH ROOM
COLD COFFIN (CENTRE)
ENTRANCE ROOM
TEMPLE
BELL
WHITE CLIFFS BEACH
SCARAB
SANDY CAVE
SANDY BEACH
FROM SLIDE ROOM
STUDIO
PAPER
GALLERY
PAINTING
CELLAR
EAST OF CELLAR
CYCLOPS
CYCLOPS ROOM
STRANGE PASSAGE
TO LIVING ROOM
TREASURE ROOM
SILVER CHALICE
THIEF
(EGG)
(CANARY)
THE THIEF'S LAIR
MIRROR ROOM (SOUTH)
WINDING PASSAGE
CAVE
ALTAR
CANDLES
BOOK
ENTRANCE TO HADES
GATE
LAND OF THE DEAD
CRYSTAL SKULL
BUOY
(EMERALD)
SHORE
ON THE RAINBOW
POT OF GOLD
ARAGAIN FALLS



I had to hold Fatso over a boiling cauldron for twenty minutes (that's how long it took the heat to penetrate the first layer of fat) before he'd agree to give one smart alec adventurer a £30 software voucher every month. All you have to do is come up with the best map, hints or tips. Easier than hanging a skinned lizard upside down over an open fire. This month the prize gos to Jonathon Dale for his maps of *Zork*. Thanks to everyone else who contributed maps. I'll make sure Gordon includes the best of them soon – or else!

CARTOGRAPHY CORNER

ZORK II



ZZAP! ADVENTURE



LORD OF THE RINGS

MELBOURNE HOUSE

SOLID SOLUTIONS

Right then, everyone who hasn't died of boredom waiting for the responses to their commands, listen carefully, because I'll only say it once. Last week we stopped along the Broad Paved Road, waiting to deal with the Black Riders. You should now be in possession of seven jewels. Remember that each party of riders is made up of three men. Each jewel kills one rider, so you can only deal with two groups of men. There's a party of riders to the extreme east of the road, so time your approach to make sure that you meet only one set. Strider just carries on travelling east until he finds the stone bridge.

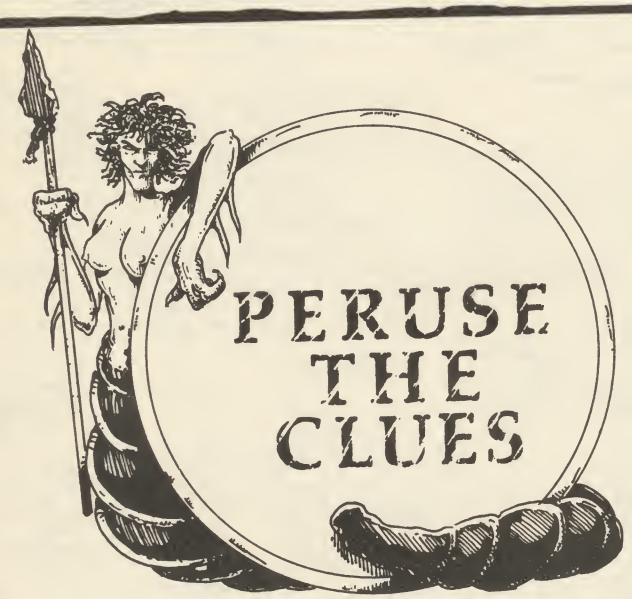
Remember the magic words from the scroll? Make sure that Pippin, Merry and you have read them and that you're carrying only one jewel each (using the magic words destroys all the jewels a single hobbit is carrying at any one time). Don't give any jewels to Sam (he's too weak for all this magic) and hand the remaining jewels to Strider before he exits Bree.

When you meet the riders say the words that you've learnt. As you speak your jewel disappears – and so does one of the riders.

Phew! They're dead. Well, they are, but don't get too excited because there's still another lot to the east. Keep on moving eastwards until you meet Strider on the stone bridge. Get the three remaining jewels from him (one each for you, Merry and Pippin) and get ready to move east again to meet the second set of riders. Just before you go make sure that all your backpacks are open (you can't reopen them in Part 2 for some reason) and keep on ordering Strider to go east until he does.

Sure you've got everything? Off you go east, then, and get rid of those riders just like you did before. Finished? Right then, you've completed Part 1. Hurrah!

Oh yeah, Part 2. Guess, what? You'll just have to wait till next month.



I'd send a potted lizard delicacy to everyone who sent in their tips this month, but I can see from the look on your face that you wouldn't like it. Thanks to everyone who helped – maybe we can pull a Yuletide cracker sometime . . .

WOLFMAN: The key is under the lid. To get the book, insert, push and then remove the key. To find the flask go N,W, then S from the weed. Fill it at the stream. (M Harvey)

THE LEGEND OF APACHE GOLD: To scare away the crocodile, SHOW HANDBAG. To make smoke signals THROW DIRT ON FIRE. Chop off the branch at the top of the tree, collect it from the pool and use it to paddle the canoe. You can get the manure if you've got the sack. Spread the manure to get your hands on the fern.

THE BIG SLEAZE: Examine the wall of the Gents for another address. At 21st Street, push the obelisk and use your crowbar to open the grille. Only enter Central Park between 6 am and 6 pm.

THE BOGGIT: To avoid dying of hunger ask Gandalf to follow you and go to Smelrond's house. When Gandalf arrives Smelrond will give you lunch. Take the lunch and eat it when your stomach starts to rumble. To pass the spider's web, pull the web and go NE. At the asylum, insert the security card and untie the drain to find the small curious key.

SEABASE DELTA: Want to make the chicken lay an egg? Then chew the gum and blow a bubble. Fill your pen with ink from the octopus. To get some wood to lever the cannon, fire the missile at the mast.

WORM IN PARADISE: The invitation is by the dagger behind the socialist's wallpaper. You can buy a ticket from the river boat from the travel agent.

THE PAWN: There's a coin in the settee in the climbable tree (ooh look, I'm a poet!) Make sure you're wearing the hard hat before you use the lift. Give the rice to the alchemists

MASTERS OF THE UNIVERSE: Hit the coat of arms to enter Castle Grayskull. Ignore the cuboid and the crack. Throw the moleculator at the Rockbinder and be kind to his head.

STARCROSS: Go to the nest in the zoo and throw the tape deck at it to get the red rod. Insert the yellow rod into the repair machine to light the yellow corridor. To get the pink rod, wear your suit and go through the yellow airlock and out to the yellow dock. Tie your safety line to the hook and the suit. Go W: the pink rod is in the dead body's hand.

PRICE OF MAGIK: To make the boat friendly GET CROSS. Throw the salt to kill the slug and CAST FIX to kill Wight. CAST MAD on yourself and give the ashes to pass through the glowing gate.

TERRORMOLINOS: To get hold of Doreen, CALL DOREEN.

NEVERENDING STORY: Be polite to the door. Say please. To fly on Falkor, type GET FALKOR.

VALKYRIE 17: Pawn your necklace to pay the hotel bill. To get rid of the butcher, give him the box.

SPIDERMAN: All gems must be stored with Madame Web. PUSH UP in the shaft to enter the penthouse.

STATIONFALL: Eat the soup in the thermos and use to the bottle to carry explosives. Use the drill to make a hole in the safe. Use the small bit first, then the medium one.

WIZ BIZ: Insert the token in the slot in the gargoyle. Drink the can of lager to progress. Give the earrings to the water demon.

THE GUILD OF THIEVES: Look inside the red billiard ball.

GNOME RANGER: Take the llama's flower and give it to the nymph. At the location just west of the waterfall, give the shovel to the nymph, tell her to go east and dig.

THE FANTASTIC FOUR: HOLD BREATH before Thing goes under the tar. FEEL GROUND, SMASH MACHINE, ENTER MACHINE. Your torch will now burn the tar.

RED MOON: Wear your wellies to pass the thin red line. Examine the oyster and play the dulcimer to entertain Bostog. Wear gloves to get the sword and EAT MUSHROOM to enter the tiny door. Give Kelf a bottle of water. Wear the braces to carry more. Obis opens the sarcophagus. Ollabin reduces the mummy to dust. Rub out the red line in the red room so you don't have to cross it.



Looks like nobody's been paying any attention to my warnings. Yet another clever contact, Geff Gillan, has asked to be taken off the list because of the inconsiderate behaviour of most of the people requesting help. Now look, unless you want every single bone in your body crushed to a pulp, just remember that it's not good manners to accidentally on purpose forget about an SAE, ask for full solutions or ring people up in the middle of the night. Didn't your mother ever tell you that a polite troll is a happy troll?

Heroes of Karn, Bored of the Rings, Gremlins, Voodoo Castle, Zim Zala Bim, Mugsy's Revenge, Tropical Adventure, Dracula, Holy Grail, The Pawn, Return to Oz, Masters of the Universe, Robin of Sherwood, Fourth Protocol, Price of Magik.
Christophe Brassart, 67 rue de l'Abbe Lemire, 59200 TOURCOING, France.

Tower of Despair, Dracula, Adventureland, Zim Zala Bim, Castle of Terror, Time Tunnel, Eureka.
John Paterson, 8 Bracadale Road, Baillieston, Glasgow G69 Tel: 041 771 7729

Mordons Quest, Spiderman, Hacker
Nigel 'Nemesis' Richardson Tel: 01 360 8325

The Golden Baton, Worm in Paradise, Hobbit, Fourth Protocol (Pt 3 only).
Andrew Blackman, 133 Ashen Drive, Dartford, Kent DA1 3LY. Tel: 0322 76887 5.30-8.30pm

Dungeon Adventure, Lord of the Rings, Quest for the Holy Grail, Hampstead, Lords of Time, Inca Curse, Espionage Island, Planet of Death
David Lemon, 14 Norton Place, Dunfermline, Fife KY11 4RH Tel: 0383 728353 after 6pm Mon-Fri

Leather Goddesses of Phobos, Zork III, Terrormolinos, Never Ending Story, Heroes of Karn, Mission 1, Gremlins, Robin of Sherwood
Ron McKenzie, 3 Silverstream, Freystrop, Haverfordwest, Dyfed SA61 2SN

Adventureland, SubSunk, Heroes of Karn, Empire of Karn, Munroe Manor, Hacker, Classic Adventure, All early Infocom titles, Jinxter, Guild Of Thieves, Plundered Hearts, Dracula, Hitchhiker's Guide, Mindshadow, Tracer Sanction, Wishbringer, Trinity, The Pawn.
Chris Fleming, 235 Meola Road, Pt Chev, Auckland, N Zealand. Tel: 867074

Voodoo Castle, Heroes of Karn, Pirate Adventure, Ten Little Indians, Hobbit, Lost City, Gremlins, Wizard of Akyrz, Quest for the Holy Grail, Zim Sala bim, Island Adventure, Castle Dracula.
Paul Flanagan, 6 Corry, Belleek, Co Fermanagh, N Ireland. Tel: 036565 594

The Hobbit, Erik the Viking, Castle of Terror, Eureka, Voodoo Castle, The Count, Heroes of Karn, Empire of Karn, Zork I, Zork III, Exodus, Ultima III, The Boggit, Lords of Time, Never ending story, The Hulk, Temple of Terror, Ultima IV, Seabase Delta, Kentilla, Valkyrie 17, Sherlock, The fourth protocol, The Helm, Wizard of Akyrz, Perseus and Andromeda, Lord of the rings (part 1), Emerald Isle, Quest for the Holy Grail, Hacker, Colossal Cave.
Steven Kelly, 4 South View, Whins Lane, Simonstone, Burnley, Lancs BB12 7QU. Tel: 0282 74765 (between 6pm and 10 pm)

The Hobbit, Seabase Delta, Kentilla, Zzzz, Spytrek, Robo City, Imagination, Demon Knight, Kobyashi Naru, Tower of Despair, Time Tunnel, Citadel of Chaos, Eureka, Sorceror of Claymorgue Castle, The Quest For The Holy Grail, Rigel's Revenge, See-ka of Assiah (part one), Football Frenzy, Velnor's Lair
Paul Hardy, 33 Fir Tree drive, Wales, Sheffield S31 8LZ.

Hitchhiker's Guide, Zork I, Zork II, Planetfall, Leather Goddesses, Cutthroats, Infidel, Stationfall.
Dave Rogers, 15 Elm Terrace, Westfield, Radstock, Bath, Avon BA3 3XP.

Amazon, Borrowed Time, Castle of Terror, Castle Adventure, Computer Adventure, Dracula part 1, Grand Larceny, Haunted House, Himalayan Adventure, Labyrinth, Mad Mummy, Mindshadow, Murder on the Waterfront, Never ending story, Ninja, Raka-tua Volcano, Scroll of Akhbar, Seabase Delta, Silver Mountain, Subsunk, The Boggit, The Dallas quest, The Hobbit, Ultima IV, Voodoo Castle, Zork I, Zork II, Zork III, Zzzz.
Mario Moeller, 38 Greenvale Drive, Greenvale, 3047, Vic. Australia.

Ultima IV, The Bard's Tale, Voodoo Castle, Phantasie I, Never Ending Story, Dracula, The Prince of Magic, Borrowed Time, The Pawn, Seabase Delta, Deadline, Zork III, Wishbringer.
Derek Wong, 42 Ingram Road, Thornton Heath, Surrey, CR4 8EB.

Hitchhiker's Guide, The Hobbit, Lord of the Rings, The Shadows of Mordor, Guild of Thieves, Jinxter.
Warren Lee Melia, 1 Thornhill Avenue, Rishton, Blackburn, Lancs, BB1 4EZ.

Jack The Ripper, Dracula, Kayleth, Mindshadow, Never Ending story.
Derek Scott, 42 South Parade, Leven, North Humberside HU17 5LJ.

Starcross, Suspended, Suspect, Leather Goddesses, Zork I, Zork II, Zork III, Deadline, Planetfall, Infidel, Cutthroats, Ballyhoo, Lurking Horror, Seastalker, Bureaucracy, Trinity, Moonmist, Hollywood Hijinx, Hitchhiker's Guide, Wishbringer, Sorcerer, Spellbreaker, Enchanter, The Pawn, Ultima I, Ultima III, Ultima IV, Sherlock, Gremlins, The Hulk, Terrormolinos, The Fourth Protocol, The Hobbit.
Billy Kavanagh, 49 Drake Hall, Westhoughton, Bolton, BL5 2RA.

Never Ending Story, Zzzz, Quest for the Holy Grail.
Tony Kinnear, 49 Wainwright Avenue, Hutton, Brentwood, Essex, CM13 2SZ.

Bally Hoo, Bored of the Rings, Borrowed Time, Deadline, Emerald Isle, Enchanter, Eureka (German, Arthurian, Roman), Gremlins, Hitchhiker's Guide to the Galaxy, The Hobbit, Leather Goddesses of Phobos, Mind Shadow, Munroe Manor, Moonmist, Pirate Adventure, Planetfall, Planet of Death, Knight Orc Pt 1, Seastalker, Ship of Doom, Spell Breaker, Spiderman, Starcross, Stationfall, Tass Times, Lurking Horror, Tracer Sanction, Valkyrie 17, Very big cave adventure, Wishbringer, Worm in Paradise, Zork I, Zork II, Zork III.
Ian Gay, 18 Earsdon Close, Westdenton, Newcastle upon Tyne, NE5 2RL.

SMASHED, Dracula, Frankenstein, Kentilla, Quest For The Holy Grail, Gnome Ranger I, II, Eureka II, IV, Zim Sala Bim, Cricket Crazy I.
Scott West, 10 Charnock Dale Rd, Gleadless, Sheffield, S12 3HP.

The Hobbit, Seastalker, Trinity, Leather Goddesses, Beurocracy, Hitchhiker's Guide, Stationfall.
Carl Kuttelwascher, 6 Robin Hill Drive, Camberley, Surrey. GU15 1EG

Enchanter, Zork I, II, III, Stationfall, Plundered Hearts, The Pawn, Shadowgate, Wishbringer.
Julian Loveday, 23 Herbert Road, Emerson Park, Hornchurch, Essex, RM11 3LM.

Heroes Of Karn, Empire of Karn, Dracula, Seabase Delta, Spiderman, Hulk, Zzzz, Quest for the Holy Grail, Lord of the Rings, Price of Magik, The Pawn, Twin Kingdom Valley.
A Ridge, 4 Corwallis Avenue, Clifton, Bristol, BS8 4PP

Twin Kingdom Valley, The Hobbit, Hitchhiker's Guide, Return To Eden, Terrormolinos, Dallas Quest, Jinxter, Deja Vu, Shadowgate, The Three Muskateers, Pludered Hearts.
Steven Coomber, 6 Maysfield Close, Portishead, Bristol. BS20 9RL. Tel: 0272 844218 (6-9pm)

The Boggit, Hulk, Kayleth, Kobyashi Naru, Sherlock.
William Stephenson, 10 Inchcolm Terrace, South Queensferry, West Lothian, Scotland. EH30 9NA

Corruption, Tass Times in Tonetown, King's Quest III.
Simon Ball, 1A Castle Flats, South Street, Ashby-de-la-Zouch, Leicestershire, LE6 5BQ. Tel: 0530 415103 (5-10pm)

Zzzz, Kentilla, Seabase Delta, Token of Ghall, Pirate Adventure, Voodoo Castle, Spacy Odyssey, Buckaroo Banzai, Redhawk, Kwah, Colossal Adventure, Dungeon Adventure, Impossible Mission, Adventureland, Lord of the Rings, Labyrinth, The Count, Rebel Planet, Sea of Blood, The Bard's Tale I and II, Jack the Ripper, Legacy of the Ancients, Frankenstein, Book Of The Dead, Temple Of Terror, Neverending Story, Deja Vu, Masters Of The Universe, Fourth Protocol
Paul Shields, 35 Threshelford, Basildon, Essex, SS16 5UB.

Zork II, Gnome Ranger, Knight Orc (part one).
Steve Parker, 13 Elizabeth Road, Seaton, East Devon, EX12 2DS.

Zork I, II and III, Hitchhikers Guide To The Galaxy, Knight Orc, Dragon World, Ultima 3, Infidel, Starcross, Seastalker, Cutthroats.
Richard Verity, I Beack Road, Motueka, Nelson, New Zealand. Tel: New Zealand (0524) 88660.

Zork I, II and III, Suspended, Starcross, Deadline, Gruds in Space, Hulk, Spiderman, Asylum, Dallas Quest.
Mischa Schweitzer, Assumburg 9, 1121 EA Landsmeer, Holland.

Knight Orc, Mindshadow, Bastow Manor, Dracula, Neverending Story.
Jamie Gooding, 29 Ross Street, Surrey Hills, Victoria 3127, Australia.

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Ever felt like stamping on your dog, throwing your mother out of the window, scraping a nail along your neighbour's paintwork or throwing your penknife at the nearest cat? Yeah? Then go and seek medical advice immediately – people like you shouldn't be allowed on the streets.

Er . . . no, but seriously, ha ha, if you sometimes feel like a used teabag at the bottom of your Auntie Edna's pot (and she drinks 20 cups a day) don't despair. There are harmless ways of working off all that excess aggression. And no – that doesn't mean playing dominoes or asking your sister to double as the board for a game of darts. What we're talking about here is RPG – *Bloodbowl* to be exact.

Yup, one of The Games Workshop's most recent releases is *the* definitively violent American football game. Played by man-mountains on monstrously hard surfaces, never a match goes by without the ritualistic drawing of blood. The greater the chance of mutilation, the bigger the crowds – and the bigger the crowds the bigger the money. Day in and day out the mammoth forms of mutilated morons slug it out on the Astrogranite pitch. Will the *Elfheim Eagles* take the Bloodweiser trophy or will it go to the entrail-hungry butchers of *The Gouged Eye*?

Ready to sell your grandmother into slavery to get hold of it? Well, hold your knuckledusters, because you might just win one first. The Games Workshop, a leading UK manufacturer, distributor and retailer of Fantasy Hobby Games, have agreed to give away a copy of this gruelling game to 20 people clever enough to prove they've got a bit of brain to match their brawn.

All you have to do is read the piece of text *The Big Match*, and figure out which of the four players (One-Eye, Bumble, Iron Fist or Hammerbrow) plays in which of the following positions: Thrower, Blocker, Lineman, Catcher. And because we're feeling generous we'll give you a hint. If a player actually mentions the position of an opponent by name, he's not playing that position himself ie: if Paul Glancey were to mention a Lineman (not that he would, he'd be far too scared) he definitely wouldn't be one.

The top 20 prize winners get a blister pack of *Bloodbowl* miniatures in addition to their copy of the game, and 28 runners up get a blister pack each. Cor!! Just write your answers on the back of a postcard and send them to:

BLOOD AND GUTS COMP,
ZZAP! TOWERS, PO BOX 10,
LUDLOW, SHROPSHIRE, SY8 1DB

And no cheating, or we'll Chuck Vomit at you.

THE BIG MATCH

The first Quarter had been fast and furious, no less than four players had pulped each other in a touchdown scramble. The four casualties each had their own comments to make, and the newshounds were already sniffing around the injury boxes.

'OK guys, tell me about it, how did the match go?' Dave Slimeball of the Daily Dregs could sense he was onto a big story.

'Wot a game!!' grunted One-Eye, 'We all got to maim or crunch at least one other player hur hur hur . . . '

'I KO'd a Lineman' screeched Bumble, jumping up and down in excitement, 'just as he was about to reach the endzone too!!'

'About gruddin' time' muttered Iron Fist, nursing a broken arm, 'dat stonkin great Lineman mussed up me throwing arm a minute earlier . . . Hammerbrow completely trashed the little catcher a bit later anyhow . . . '

'Wicked' sneered One-eye, 'and foul play of the game must go to that Blitzer; usin' a Blocker's head to score a touchdown indeed!!'

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WANTED

Wanted, cassette version of, 'Scarabaeus' and 'The Sacred Armour of Antiriad'. Cy Baites, 192A Peckham Rye, East Dulwich, London SE22 9QA.

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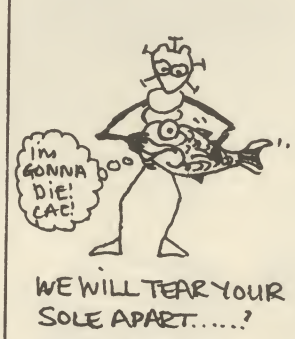
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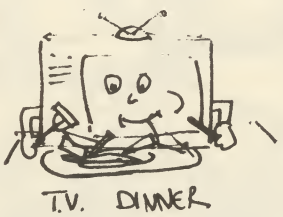


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C64 User wishes to swap latest games, demos and utilities on disk. Send list or disks to Chad Matthieson, 14 Tweeds Well, Kitwell, Birmingham B32 4JD. I promise to reply to all letters.

64 Disc User Robert Stainsby, 17 Scott Grove, Hartlepool, Cleveland, TS25 4NL would like to hear from you to swap demos, games etc. Send list or disks. I promise to reply to all letters.

C64 disk and/or Amiga users!!! All the latest & the greatest. Send lists, letters or disks and I'll return likewise. Everyone gets a reply. T.T.R., 13 Clarkendon Road, London E11.

Cid wants you! Contact Kelvin Ali, 7086 Goreway Drive, Mississauga, Ontario, L4T 2T6 Canada! For swapping the latest with the best! Send disk/list - all letters/disks get a 100% reply! Later!

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California Amiga looking for world wide pen pals to swap hints, etc. Interests in graphics, games, videos, new ideas and cool programs, any age. Write to: Mike Wood, PO Box 498, Livermore, California, 94557-0498, USA.

*****Attention***** Looking for new stuff to feed your C64? So do I! Disk only, 100% answer! Write to Dietmar Kneidl, Am Onolzbach 25, 8800 Ansbach, Germany.

PEN PALS

Steven O'Brien, 29 Merlin Way, Sheffield S5 6SS, England wants to swap all latest disk or tape stuff, games, demos and utilities. Tel: (0742) 443473. I promise to answer all letters. Write soon please!!!

Amiga/C64, I'm 19, looking for penpals all over the world, for the latest games, demos, utilities, send list. I will reply to all! Best software guaranteed! Greg Zafiris, 286 Linsmore Crescent, Toronto, Ontario, Canada. M4J 4L9.

Ivan Kovalevic, 3 Chinner Cres., Melba Act 2615, Australia wants to swap the latest games, tips, pokes for the C64 from all over the world.

C64-Freak seeks disk users worldwide, who are interested in swopping the latest games, demos, utilities, etc.. All letters to:- Paddy, 36 Hillside Ave, Wembley, Middlesex, London HA9 8DY, England. Send now!!!

I would like to swap CBM64 software with everybody in the whole world (tape). Send your list or tape (latest stuff) to R.Smit, Beerlustweg, 28 7335JD, Apeldoorn, Holland (always reply).



Ashley Dawson, 'Cheriton', New Street, Littleborough, Lancs, OL15 8HW would like and English speaking Japanese penpal (must live in Japan) or would like to contact anyone who is going to Japan in the near future.

USER GROUPS

Commodore Users wanted for the Essex Micro Club starting soon. All areas of computing are covered. For further information write to: P. Downey, Fairbanks, School Lane, Great Leighs, Chelmsford, Essex CM3 1NL.

Are there any User Groups in Glasgow area, that meet to discuss all computer info. If you're in one or know of any please contact Martin McGoldrick, 32 Queen Elizabeth Square, C169/4th Floor, Glasgow G5 0RY.

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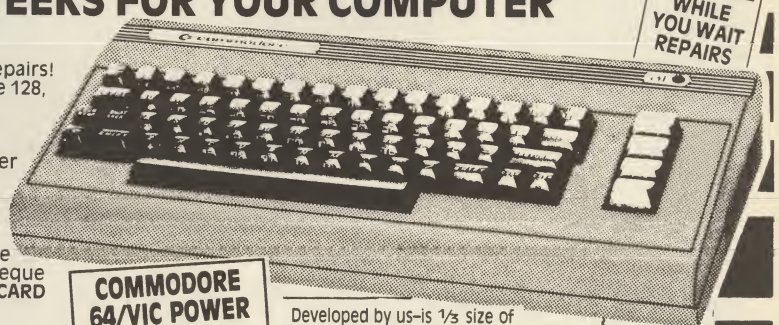
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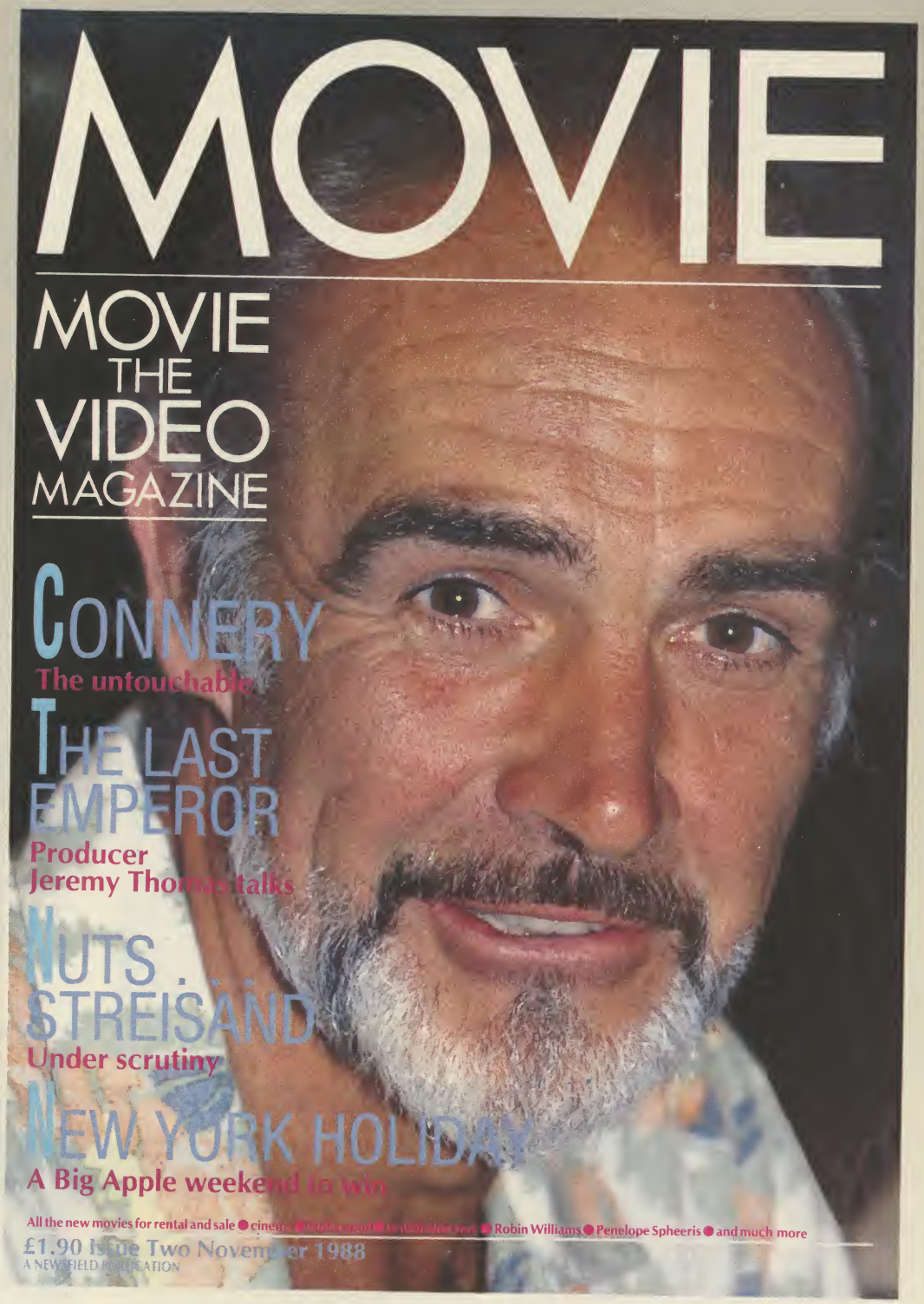
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MOVIE is the new monthly for the film and video world, published by the same people as ZZAP. Issue Two is out this month — 100 feature-packed pages on who's who and what's what on the screen PLUS a 16-page Francis Ford Coppola supplement, latest in a 12-part series! MOVIE — The Video Magazine. £1.90 from all good newsagents. Subscriptions available — see MOVIE for details.

COMPILOFAX

The Compilations Roundup to end all Compilations Roundups (until the next one)

Having to hunt around for some classic game because you couldn't afford the dosh until it had disappeared from the shelves? Maybe you've only just bought a 64 and are wondering what you've been missing? No? Well, never mind, read this anyway – a frank, pulls-no punches appraisal of five compilations of golden and mouldy oldies which are available at your software store at this very moment. OK, Paul, wheel 'em in . . .



GOLD, SILVER, BRONZE

US Gold/Epyx, £14.99 cassette, £17.99 disk

Contents:

SUMMER GAMES – The first Epyx sports simulation, comprising eight events: 100m Dash and 4x400m Relay, Relay and 100m Freestyle Swimming, Diving, Pole Vault, Gymnastics and Skeet Shooting. All are very playable and none rely on exhausting joystick-waggling.

SUMMER GAMES 2 – The second collection of eight sports which exhibited even more variety and graphical excellence than the first one. The events covered in this package are the Triple Jump, Rowing, Javelin, Show Jumping, High Jump, Fencing, Canoeing, and Cycling.

WINTER GAMES – A set of seven suitably snowy games, including Figure Skating, Speed Skating, Free Skating, Hot Dog (a sort of stunt ski-ing), Ski Jump, Bobsled and Biathlon. Much more playable than Epyx's more recent *The Games: Winter Edition.*

OVERALL 81%

A pricey but worthwhile compilation of some beautifully presented and very playable conversions of the subject sports. *Gold, Silver Bronze* comes recommended even if you have one of the three games in your software collection already.



LEADER BOARD PAR FOUR

US Gold, £14.99 cassette, £17.99 disk

Contents:

LEADER BOARD – The original Gold Medal-winning edition of Roger and Bruce Carver's 3D golf game, apparently played on four courses of 18 island holes.

LEADER BOARD TOURNAMENT – An extra four courses for the original version of *Leader Board.*

LEADER BOARD EXECUTIVE EDITION – An even better, upgraded version of the game which features extra obstacles such as trees, bunkers and water hazards.

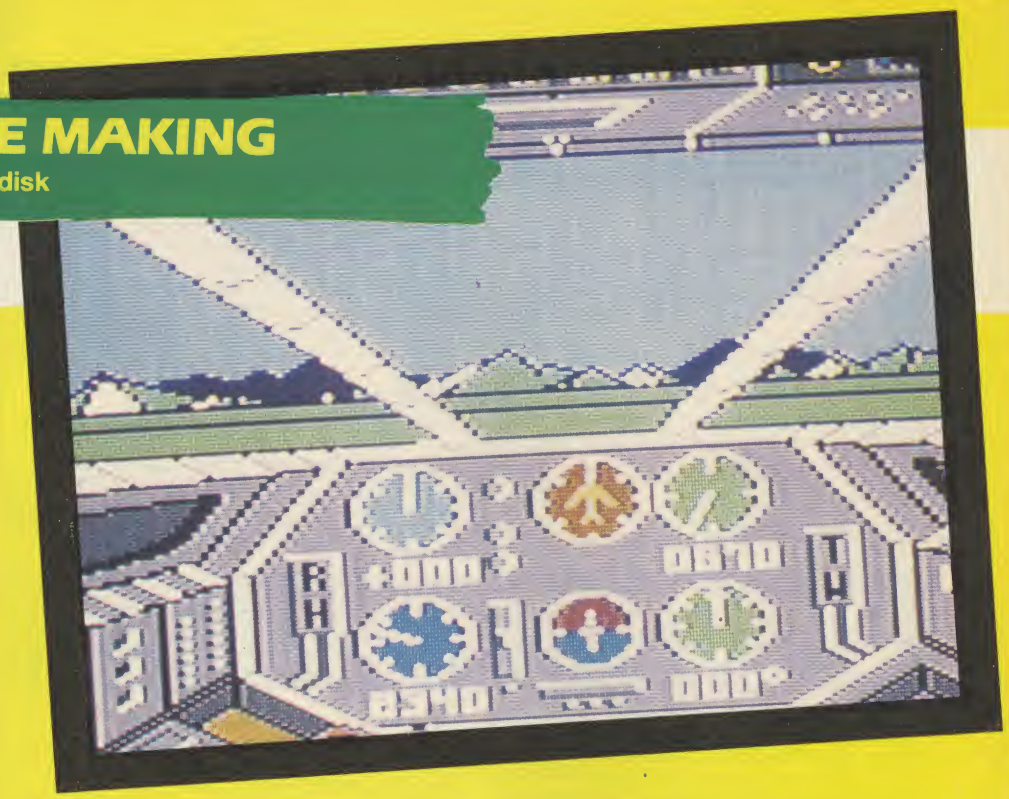
WORLD CLASS LEADER BOARD – As on the *Summertime Specials* compilation.

OVERALL 83%

A very good package which should appeal to golfers and non-golfers alike, but would have been better at a lower price, perhaps in a less fancy box without the free course and club guides and the score sheets.

HISTORY IN THE MAKING

US Gold, £24.99 cassette, £27.95 disk



Contents:

BEACH HEAD – US Gold's first 64 hit now seems a rather dated collection of naval arcade games. Reasonable dodge and blast fun for a while, though.

BRUCE LEE – Excellent platform game with minimal beat 'em up undertones provides hours of treasure hunting fun.

SPY HUNTER – Fun conversion of Sega's old road-blasting coin-op.

RAID – Another Access game, first released to much controversy because of its original title, *Raid Over Moscow*. Consists of various forms of arcade shooting and dodging action, all very playable and addictive.

THE GOONIES – License of the Spielberg movie turns out to be a 'pretty decent platform puzzle game with the unusual addition of the ability to control two characters to beat each screen. Not many levels, though.

SUPER CYCLE – First-rate *Hang On* lookalike by Epyx. Plenty of bike-racing thrills if you can stand the cassette multiload.

WORLD GAMES – Eight superbly-presented sports from around the world, produced by Epyx when they were at their zenith.

EXPRESS RAIDER – A conversion of a Data East coin-op which puts you in the boots of a fist-fightin' train robber in the Wild West. Reasonably good fun, though the graphics lack definition.

INFILTRATOR – The combination of flight simulation and arcade adventure is competently produced but proves too frustrating to be totally addictive.

BEACH HEAD 2 – The Carver Brothers' sequel to their first 64 success, which made many improvements over the original with more variation in the shoot 'em up gameplay and some excellent digitised speech.

GAUNTLET – Very successful conversion of the multi-player arcade adventure coin-op. Not without its bugs, but quite playable nonetheless.

ROAD RUNNER – Another arcade conversion which is reasonable fun, but the tape version features a long-winded multiload.

IMPOSSIBLE MISSION – Graphically, sonically and playabilitywise, this is one of the best platform games of all time.

KUNG FU MASTER – A mediocre coin-op conversion, offering reasonable gameplay without many graphic and sonic adornments.

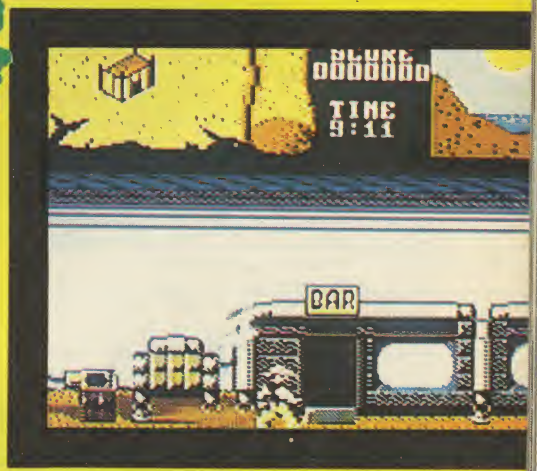
LEADER BOARD – As on the *Leader Board Par Four* compilation.

OVERALL 81%

A great compilation bearing a host of excellent games, but at the price, who's going to buy it? Most Commodore owners are likely to have at least some of the games already, and most of those their software collection lacks are available on their own at a budget price.

SUMMERTIME SPECIALS

US Gold, £12.99 cassette only



Contents:

SOLOMON'S KEY – Graphically unambitious but very playable conversion of the Tecmo platform-puzzle coin-op.

BRAVESTARR – Based on the toys of the same name, this contains elements of platform, scrolling shoot 'em up and adventure games, all of which are terminally weak.

CAPTAIN AMERICA – Technically competent but insufferably confusing game which wastes a potentially exciting superhero license.

TRANTOR – Very tedious arcade adventure which doesn't live up to its nice presentation.

WORLD CLASS LEADERBOARD – Probably the best version of the standard-setting Access golf simulation. Four courses each of eighteen holes surrounded by trees and sand traps should keep even the most discerning armchair Jack Nicklaus ecstatically happy.

RYGAR – Astoundingly poor rendition of the arcade barbarian adventure, with utterly awful graphics and minimal playability.

OVERALL 48%

Obviously a dumping ground for US Gold's Christmas '87 turkeys, with *World Class Leaderboard* and *Solomon's Key* being the compilation's only redeeming features. At the price, it's hardly worth considering even if you haven't either of these two.

FRANK BRUNO'S BIG BOX

Elite, £12.99 cassette, £14.99 disk



Contents:

Frank Bruno's Boxing – This adaptation of the arcade game *Punch Out* pits Frank against five opponents from around the world. Reasonably good all round, y'knaw'ameen, 'Arry?

Commando – Chris Butler's conversion of the Capcom arcade game suffers from ropey sprite control and lack of levels, but excellent Rob Hubbard music and a modicum of playability make it a game worth playing. At least a few times.

Ghosts 'n' Goblins – Meanwhile, Chris Butler's conversion of THIS Capcom arcade game is excellent, sporting very good graphics, haunting music and great shoot 'em up gameplay.

Scooby Doo – Characters from the cartoon series take part in a graphically and sonically unambitious spooky beat 'em up which isn't very engrossing.

Batty – Decent *Arkanoid* variant programmed by one of Paul's friends. Cor!

Battleships – Unastounding conversion of the popular pen and paper game.

Airwolf – This mazebound whirlybird shoot 'em up looks its age but still proves frustratingly addictive.

Bomb Jack – Pretty poor rendition of the arcade platform game with weak sound and graphics to further hamper the unendearing gameplay.

Saboteur – Limited arcade adventure with oriental beat 'em up overtones.

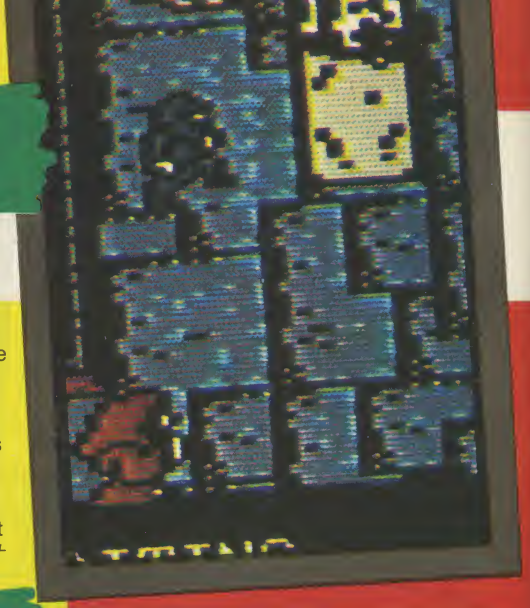
1942 – Pretty poor version of the coin-op.

OVERALL: 75%

A trifle expensive, but should keep undiscerning gamers happy for quite a while. The package is let down by its lack of any really outstanding content – oh, and its very silly name.

KARATE ACE

Gremlin, £12.99 cassette, £14.99 disk



Contents:

THE WAY OF THE EXPLODING FIST – The first really good beat 'em up on a home computer, which plays very well indeed until you discover the one move that beats all the opponents.

BRUCE LEE – As on *History in the Making*

KUNG FU MASTER – As on *History in the Making*

WAY OF THE TIGER – A trio of weak beat 'em ups made more inaccessible by a tortuous multiload.

SAMURAI TRILOGY – Extensive options don't make this any more playable than a bucket of wallpaper paste.

AVENGER – The sequel to *Way of the Tiger* which was more of a *Gauntlet* game with Oriental fighting than an out-and-out beat 'em up. Playable all the same, though.

UCHI MATA – This is unusual insofar as it's based on Judo rather than Karate. The control method takes some getting used to, but once mastered it's rewarding.

OVERALL: 61%

Hardly the selection of top-notch beat 'em ups you might have expected for this price, but *Karate Ace* does have its high points in the collective forms of *Avenger*, *Bruce Lee* and *Uchi Mata*. It's a pity Gremlin couldn't have got either *International Karate* or maybe even *IK+* to put some real life into the package.

CHART BUSTERS

Beau-Jolly, £9.99 cassette



Contents:

Ghostbusters – Good music and the odd bit of digitised speech help draw your attention away from repetitive gameplay. Enjoyable for a while, though.

LA SWAT – Stroll the streets of the City of Angels and mow down anyone who gets in your way. Unsophisticated blasting fun.

Kane – Four stages of target shooting and horse riding japes jollied along by some nice graphics and sampled sound effects.

Ninja Master – Poor attempt at a beat 'em up, low in the addiction and graphics stakes.

Rasputin – Weird, but interesting platform game which portrays the action in a 3D layout.

Olli & Lissa – Cute and mildly entertaining platformer set in a haunted castle.

Ricochet – Excellent addition to the *Breakout* genre of games, with the usual array of bolt-on extras, a screen designer and, for once, a sense of humour.

Zolyx – Simple but frighteningly addictive reworking of the ancient line-drawing coin-op, *Qix*.

Way of the Exploding Fist – as on *Karate Champ*.

Dan Dare – Brilliant arcade adventure has Dan up to his usual world-saving, Treen-bashing antics. Captures the feel of the seminal (oo-er!) cartoon strip very well indeed.

Formula One Simulator – Nice Rob Hubbard music, but the out-of-the-cockpit racing action is hardly exhilirating.

Brian Jack's Superstar Challenge – Early attempt at an armchair athletics game which leaves quite a bit to be desired these days.

Tau Ceti – Utterly captivating 3D planet exploration-cum-shoot 'em up.

I,Ball – A fast paced vertically-scrolling blast with lots of extra weapons, sampled sounds and a funky Hubbard soundtrack (which Maff says is a re-working of a Cabaret Voltaire song. But then he would, wouldn't he?)

Park Patrol – Novel and compelling collect 'em up in which a park ranger (male or female) has to clear the park and its lake of litter while avoiding the attentions of the indigenous fauna (animals to you).

Thrust – Terrific re-working of the arcade game *Gravitar*. Negotiate increasingly convoluted alien caverns, shoot reactors and steal Klystron pods, all while battling against gun emplacements and the laws of Newtonian physics.

Harvey Headbanger – Endearing puzzler.

FA Cup Football – Unspectacular – not even recommended for footy fans.

Agent X2 – Obscure and unattractive arcade action which comes lowly recommended.

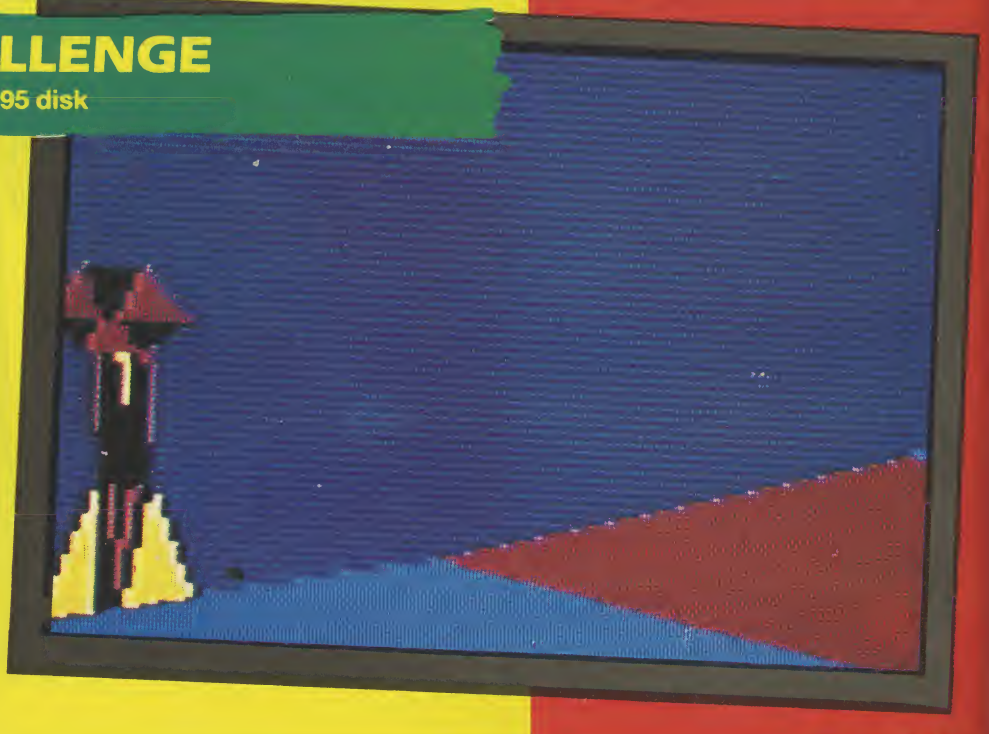
War Cars – Reasonably addictive racing blast.

OVERALL: 88%

OK, so they're all budget games anyway, but a lot of the inmates on *Chart Busters* are real gems and most of the rest aren't bad at all. In the value for money stakes, Beau Jolly seem to have come up trumps again (to mix a couple of metaphors).

SUPREME CHALLENGE

Beau Jolly, £12.95 cassette, £16.95 disk



Contents:

Elite – Profound, enjoyable and lasting space/trading game: an all-time 64 classic with an atmosphere all its own.

The Sentinel – Another 64 classic, vying for the position of greatest game of all time with a handful of others. Reclaim 10,000 worlds from the all-powerful Sentinel . . .

Tetris – Brilliantly simple and addictive puzzle game originally programmed in the USSR.

Ace II – Compelling combat simulation with great graphics and accurate flight sim elements.

Starglider – Slightly jerky but still playable space shoot 'em up, as you defend Novenia from the invading Egrons.

OVERALL: 95%

The 64 version of *Starglider* wasn't quite as impressive as on the other 8-bits, but the supreme quality of the rest more than make up for it. Quite simply, one of the best compilations money can buy.

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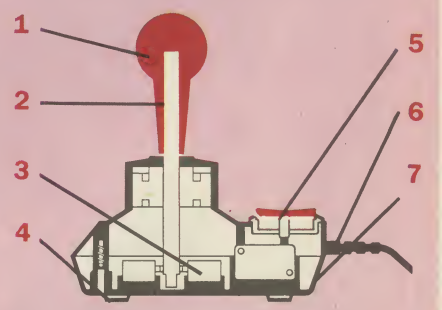
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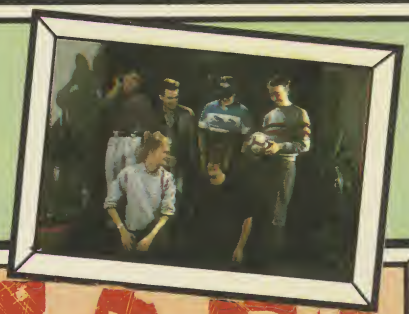
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CLASH OF THE TITANS

(Maybe . . .)





ZZAP! CHALLENGE

Having crushed the parping peanut Glancey into a pathetic pulp last month, I was preparing a bionic team of challengers for a really decisive fiasco this month.

Unfortunately, the pimply champion I had nurtured on a diet of TCP and Toilet Duck died convulsively the night before the main event. Unable to find anyone to replace the whingeing squirt I was forced to resort to last ditch tactics – an inter-magazine affair. One look at the physique of the haggard challengers from CRASH and TGM and my beating circuits sank. How could this cringeing bunch of misshapen morons ever hope to defeat hump-bellied Houghton or the greasy Welshman, Maff?

As they arrive I wrench each challenger by the arm and force him to introduce himself. From the resulting screeching noises, I manage to make out: Robin Hogg (TGM), Nick Roberts (CRASH), Phil King (CRASH) and Robin Candy (TGM). I decide that the victorious faces of Houghton and Evans have been haunting my Vortex trips for far too long. A pad of chloroform over the mouth of each should slow them down a bit. I reach out to grab them but aargh! Defeat! My arms are just too short to make it around Gordon's massive midriff and as I reach out for Maff, I realise the oily coating on his outer skin is there for more than just effect – my hand cannot get a grip and the pad of chloroform slides off. I contemplate smashing Phil headfirst into the nearest monitor instead but manage to regain my sanity circuits just in time.

A quick snort of Persil and I'm relaxed enough to peruse the list of chosen games: Psyclapse's *Menace* (Amiga), Thalamus' *Hunter's Moon* (C64), *Thunderblade* (Sega), Ocean's *Matchday II* (Spectrum), Hewson's *Cybernoid* (Spectrum) and Players' *Atron 5000* (Amiga). I extract a little enjoyment from watching the players squabble endlessly about the rules (the pseudo-Scouser, I rejoice to see, gets a bloody nose) before stepping in on their behalf. A quick cuff round the ear with my chromium gauntlet and they're squirming to go. On each game, except *Atron* and *Matchday* every challenger has ten minutes to get his highest score. These other two are organised into three matches. After that the three winners and the three losers play each other in a round-robin contest. Blubber-mountain Houghton starts to slobber a complaint but a forcibly administered dose of Domestos swiftly shuts him up. He staggers from the room in pursuit of the contents of his stomach and misses his opportunity to have first go. ZZAP! team 0 – Scorelord 1. Hur Hur!



▲ **Will this mound of lard win through? or will his weight hold him back? Tune in on page 154**

▼ **The concentration on the greasy Evans' face as he launches into yet another prattish practice game of *Menace* is directly proportional to his lack of skill as a Challenger**



I attempt to nab Maff with my newly serviced telescopic arm, but my fingers get caught inadvertently in the circuits of TGM's Nintendo and in the resulting confusion, mentally decrepit Maff takes his place in the foul-mouthed scrap; as the temperature rises, he begins to play his chosen game, *Menace*. His confident look as he leers at me from behind the Amiga, suggests that he thinks he's already won. My electric synapses go into overdrive as I dream up a plan to put him off. Having pinned shirty Richard Eddy and the bespectacled Robin Candy up against the wall, I impart my masterplan . . .

Moments later, the gormless trendies, clad in skin-tight lycra underpants, rush into the room bearing pom poms, towels, and motorhorns. Their raucous rendition of a cheerleader's song is music to my ears but heralds death for the wimp from Flint. A roar from the next room – Robin Hogg has amassed a particularly massive score on *Thunderblade* (that Persil pep-me-up I gave him obviously worked) – distracts the lousy Celtic leek into another mistake. He misses vital booster cannon and is left to face the final mother-alien with nothing but a pea-shooter weapon to his name. As his ten minutes come to an end he's clocked up 119,740. I congratulate myself on the ingenuity of my tactics and sit back to watch the ensuing competitors wipe the floor with the moronically backward Maff.

A stiff dram of Lenor helps me to sail through the castrating contortions of the walking zombie Phil and the flamboyant but totally vacuous Robin Candy. The man with the weight problem lumbers up to be the second player of the Psyclapse game. We make temporary repairs to the holes his footprints have scored in the floorboards and watch the beads



Name: **Nick Roberts**
Magazine: **CRASH**
Age: **16**
Weight: **a lot.**
Height: **not much.**
Favourite games: **'*Cybernoid* and I can't think of anything else.'**
Hobbies: **Being a DJ, beetle collecting, eating pizzas.**
Chosen game: ***Cybernoid***



Name: **Phil King**
Magazine: **Playboy**
Age: **74**
Weight: **5lbs 6oz**
Height: **7 ft**
Favourite games: **'*Matchday II* and er . . . er . . . well . . . can I ask my mum?'**
Hobbies: **Underwater snooker, RPGs, playing football with his pet sheep.**
Chosen game: ***Matchday II.***



Name: **Robin Candy**
Magazine: **TGM**
Age: **2003**
Weight: **medium**
Height: **tallish**
Favourite games: ***Star Wars, The Empire Strikes Back.***
Hobbies: **designing games, music.**
Chosen game: ***Thunderblade***



Name: **Robin Hogg**
Magazine: **TGM**
Age: **20**
Weight: **I can't afford the 10p for the weighing machine.**
Height: **pass**
Favourite games: ***Afterburner*** **(coin-op),** ***Project Stealth Fighter*** **(IBM)**
Hobbies: **mending my car, archery, winning the reviewers challenge, aviation,** ***Predator*** **the movie, Selina Scott.**
Chosen game: ***Atron 5000.***

of perspiration on his brow. Encumbered by his usual excess of cellulite, the elephantine being slowly begins to amass a reasonably high score.

I scribble a note, tie it around Phil's neck and ask him to fetch. Moments later he returns with a stuffed roast chicken. The slobber running down Houghton's chin signals his flagging concentration. Driven by the needs of his adipose tissue, he shouts out 'Give me that there chicken' and promptly loses his remaining shield. Roly-poly's final score of 102,490 is respectable but not good enough to win.

It takes Gordon approximately



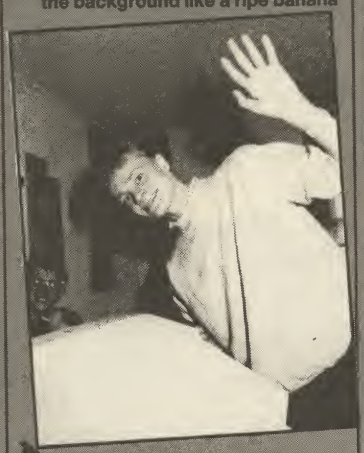
Name: **Matthew Evans**
Magazine: **ZZAP!**
Age: **12**
Weight: **light**
Height: **look at the reviewers' profile, will you.**
Favourite games: ***Wizball, Starglider 2.***
Hobbies: **synth music, falling down on Saturday nights (wink, wink)**
Chosen game: ***Menace.***



Name: **Gordon Houghton**
Magazine: **ZZAP!**
Age: **22**
Weight: **55 stone**
Height: **2 inches**
Favourite games: ***Spindizzy, The Sentinel, Wizball.***
Hobbies: **farting.**
Chosen game: ***Hunter's Moon.***

ten minutes to devour the foul-smelling bird – in the meantime, Robin Hogg, also Welsh, though not so greasy, has pipped Maff's score. He finally comes out top with 126,390 – I retire to my ship and crack open a vintage bottle of Jeyes to celebrate.

▼ **Happy people smiling happily – TGM's Robin Hogg flaunts his mid-match confidence as Paul 'why aye man' Glancey grins inanely in the background like a ripe banana**



Distant shouts from the buildings below awake me from pleasant dreams of blood. In my absence podgy Nick Roberts, the man with the iron waist, has clocked up an unbeatable score on *Cybernoid* – 67,752. Jerking temporarily into action, Phil puts up an unbelievable spurt and almost matches Nick, before subsiding into a vapid stupor again. My joints begin to loosen as I observe Robin Candy being punished severely for his big-headedness. Cheerleading obviously didn't agree with him – his highest score is hardly worth mentioning: a miserable 6,440. As Houghton breaks the hot-seat my spirits are low. I give myself a brisk rub down with a pad of brillo and feel myself cool down. Houghton manages nothing more than a measly 11,800 and once the chair has been replaced, Maff, who's looking pleasingly depressed, notches up no more than 10,900 points.

I hardly have time to congratulate myself before I realise that the same ritual slaughter is being enacted in *Thunderblade*. As he wipes his face and slicks back his hair with the excess grease, the weedy welshman doesn't even

MENACE
Amiga

Menace sounds a bit like tennis but it's got an M at the front (Christmas cracker facts no: 165). Hic. Er . . . it's also a very impressive shoot 'em (see this month's review) up with extremely impressive designer graphics. And you know what all shoot 'em ups are about, don't you? Go on, give me an answer, or Father Christmas won't bring you any gingerbread. Yeah, yeah, stop stuffing your mouth with mince pies . . . Right! Aliens. Very good. This particular variety of little green man has taken over the artificial planet Draconia and is using it as a base for piracy and all sorts of other unmentionably nasty things.

Unless you wipe the villains off the face of Draconia and destroy the planet into the bargain as well, you won't get any Christmas pressies. And you don't want that, do you?



CYBERNOID
Spectrum

The federation is under attack! And guess who the first person they think of is? Is it Batman? The Pink Panther? Yoda? Luke Skywalker? Sue Lawley? No, actually. It's you.

Phew! What a relief, eh? Thought you were going to get left out didn't you? Well, you're going to wish you had because you're just one mercenary with just one one or two Cybernoid spaceships to your name. If you blast the pirates to kingdom come *and* manage to avoid the planet's defence systems you might just make it home in time for tea. Unless you're called Nick Roberts it's more than likely that you won't.

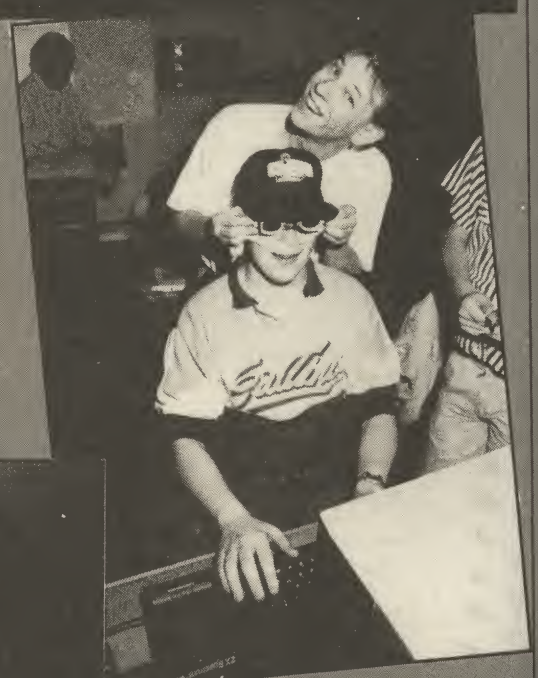
The Spectrum version of this graphically excellent shoot 'em up was developed by Raf Cecco and given all sorts of praise from the CRASH team when it first came out. And for once, they got it right.



▲ **Robin Candy (TGM) attempts to communicate with me**

▼ **Mr Spock, William Shatner and Robin Candy – three people who spend a lot of time in outer space**





▲ **Unsportsmanlike tactics from ex-ZZAP! writer, Richard Eddy, fail to discourage the unassailable pudding, Nick Roberts**

THUNDERBLADE
Sega

You'd be hard-pressed to find a more popular coin-op than *Thunderblade* in the arcades. The Sega console conversion puts you straight in the hot seat of a Blue Thunder style combat helicopter charged with the dangerous mission of wiping out waves of enemy choppers and tanks. Equipped with a standard missile launcher and an almost endless supply of bombs you fly your way through sections of alternating 2D and 3D landscapes.

Of course the bit that everybody's raving about is the 3D part. Copters hurtle towards you firing explosive fireballs and doing their level best to run you into the ground. Unless you work out the perspective pretty damn quick your state-of-the-art helicopter is going to turn into one of those not-very-state-of-the-art cube shapes on a city scrap heap. Not only that, the enemy will have taken over the world – and you won't be able to do a thing about it. Aaah! What a shame!

HUNTER'S MOON
C64

One of Gordo's favourite games and an entry in the ZZAP! top 20 all-time charts *Hunter's Moon* is one of those really excellent games that never got the recognition it deserved. A brilliant combination of shoot 'em up and strategy, it deals with the plight of the starship Hunter as it attempts to blast its way through the cellular hives of an alien system and find its way back home. The ship's aim is to collect a series of flashing cells hidden within the depths of several star systems. Collect them all and you move on to the next. Fail or explode and you have to start all over again.

The Hunter's progress is distinguished by some really unusual sound effects. As the ship moves around it seems to be murmuring encouragement to itself . . . and I bet you've never heard of a spaceship that talks?

make it beyond the second level and comes last with 116,000. The resident mound of Blackburnian blubber fares only a little better. His score of 124,000 rates as nothing to Robin Hogg's winning 817,000. I am beginning to enjoy myself now and send out for some Izal toilet blocks.

As they begin *Hunter's Moon* I feel assured that victory is in the bag. The flagging performances of the psychologically crippled ZZAP! team are unlikely to amount to much. At this point Evans attempts an underhand tactic. As he moves towards the monitor he shakes his head, as if depressed, and sprays everyone else with grease. I am glad to see that this has little effect on his own performance (a mediocre 15,825) but, to my utter chagrin, it seems to put off the rest. Phil plays with his eyes closes and amasses only 8,000 points.

Robin Candy and Nick, distressed at the damage caused by their sudden spraying are too concerned with their image to look at the screen. I rejoice to see that tribal welshmen are never disconcerted by oil – Robin Hogg comes second with 20,100 points, a thoroughly reputable score. Unfortunately, the Welsh choir especially hired by Robin to put Gordon off never materialises and lard-ass bumbles into the lead with 46,275. Disaster! I was sure we had won.

I fumble for my bottle of Ajax but finding it strangely misplaced make do with a much less desirable squirt of Mr Sheen. There's no time to search for further sustenance. After four games, Robin Hogg and Nick Roberts have narrowly taken the lead with 21 and 17 points respectively. I clench my fist and determine that Houghton and Evans WILL NOT WIN.

As they begin *Atron 5000*, Robin Hogg continues to notch up points. The welsh weakling's judicious use of walls and speed-ups astounds Houghton into losing several of his first lives. Half-way through, the balance seems to tilt in favour of hefty Houghton but I move his chair in imitation of a vehicle moving at high speed along the track. As he exclaims 'this is almost as fun as playing on an arcade machine', he loses track of his whereabouts and crashes straight into the nearest wall. Robin the Hogg permits himself a manic cackle and eats a daffodil to celebrate.

Moments later I take a sip of Fairy Liquid in anticipation of Maff's similar defeat by Phil. I persuade Robin Candy and Nick to shake the sleepy sheep-lover every time he shows signs of falling asleep but even this drastic treatment is insufficiently vigorous to help him put on more than a mediocre show. He lets out a piercing snore and drops to the ground just as Maff looks within sight of defeat. To my horror the slimy Scouser manages to use exactly the same tactics to exactly the same effect with the Candy man.

I attempt to distract him by shouting out 'watch out *The Liver Bird*, *Bread* and *The Brothers McGregor*' but to no avail. Candy crumbles and only cheers up when I offer to reward his efforts with another pair of lycra underpants. I still have hopes for the furious clash of the welshmen. As predicted, another injection of anabolic steroids does the trick. Moving faster than any man on earth, the TGM leek comes out substantially more successful and moves on with a decisive individual lead.

Meanwhile, the fat man has

▼ Totally oblivious to the world in general, and completely unaware of the cosmic importance of the inter-magazine Challenge – Kati Hamza



▼ Oily Flint creature Evans and the scatterbrained Hamza creature attempt to join minds and create a highscore. Their plan fails



ATRON 5000
Amiga

Put away those tartan slippers your Gran gave you, smash that bright purple piggy-bank from your Auntie Flo and get into your biking gear. This is your chance to pretend that you're two amazingly successful people all in one: the star of a dead successful Disney film *and* a motorbike (whoops! I mean light-wheel) racer.

Yup, just like in the movie *Tron* you've got to manoeuvre your bike round several different arenas trying to force your opponent into a position where he has to crash into an obstacle or the wall left by your vapour trails. To make the whole thing a lot more difficult (and believe us, it's difficult), you can pick up icons which build walls immediately in front of your opponent, speed him up or force him temporarily out of control. Survive all that and you're a hero. Beat everyone else in sight and your name's Robin Hogg.

MATCHDAY II
Spectrum

If you've never heard of Matchday II you probably haven't been born. And if you haven't been born what the hell are you doing reading this magazine? Get back to wherever you've come from, and straight away. Go on! No peeking.

Right, now we've got rid of the imposters let's get on with the description of the game.

Well . . . er . . . how shall we put it? It's football, innit? One or two players sweat it out on scrolling pitch. You can do all sorts of fancy things like change the colour of your pitch, choose defensive tactics, pick a computer-controlled goalkeeper or just alter the shading of your strip.

It was written by John Ritman – who designed the original blockbuster, (*Matchday*) – and was awarded a CRASH Smash. The original didn't get one 'cos they're a dead stingy lot next door in CRASH (who wouldn't be with an editor like that?)

Oh yeah, there's one other thing about this game – Phil King is very good at it.

been playing steadily behind my back. While I stepped out to restock on detergents, he defeated both Phil and Nick in swift succession. I take a look at my records and discover that this totally undeserving success has placed the ZZAP! perverts into second and third place individually. I feel beads of electrolyte appearing on my brow. Surely all my efforts so far have not been in vain . . .

All my hopes now rest on *Matchday II*. As Gordon prepares to take on Phil I resort to plan B. I throw a canister of nerve gas into the room and wait. Strangely the effect of this is to wake Phil from his usual slumber while slowing down the reflexes of ZZAP!'s mealy-mouthed mammoth to practically zilch. Phil leaps into action shouting ''ere we go, 'ere we go' and 'beat them Blackburn b*****ds' at the top of his voice. The final score: Phil 6 – Gordon 0. Cursing my lack of foresight at having packed only one canister of gas, I have no choice but to settle down and watch the outcome with nothing but a glass of Ariel liquid in my hand.

To my horror the walking butter mountain manages to shake off the effects of the nerve gas by some supreme effort of flabby will and beats both Nick (clash of the Newsfield puddings) and Maff (who's already been beaten once by Candy) by one goal. Phil's still on a winning spree and Welshman Hogg – my chosen champion – slips into second place. My hopes of a wipeout are receding. Roberts performs terribly and Candy manages a fairly creditable performance but Evans still comes out the victor in one match. As the final scores are added I reach for the Vortex and feel my circuits humming to an ominous sense of doom.

I attempt to conceal the results and alter them to what they should have been but the effects of the Vortex haven't worn off and I grasp hold of dough-belly instead. Taking advantage of my temporary lack of coordination, fatty slips the results to Evans who reads them out. Robin Hogg is the overall winner. I offer him a traineeship as Scorelord watchman and the honour overwhelms him to the point of tears – he's forced to leave the room. The Scorelord's honour is saved.

There is the small matter of the team competition. Due to some unprecedented lack of concentration on the part of the opposition, the disgustingly ugly ZZAP! team made it to the top. I depart with a supply of extra strong Vortex to wait until this nauseous season of human festivity is over. I return in the new year and will be avenged.



▲ **The greasy Evans (inhaling a sense-enhancing drug) and the sheep-loving Phil King battle it out in a joust of *Atron 5000***

HOW THEY SCORED	GORDON HOUGHTON	NICK ROBERTS	ROBIN CANDY	ROBIN HOGG	PHIL KING	MAFF EVANS
MENACE	102490	102,940	101,090	126,390	33,300	119,740
CYBERNOID	11,800	67,752	6,440	32,670	63,157	10,900
THUNDERBLADE	124,000	713,000	774,000	817,000	133,000	116,000
HUNTER'S MOON	46,275	11,200	9,875	20,100	8,000	15,825
ATRON 5000	LOST 1, WON 2	LOST 2, WON 1	WON 1, LOST 2	WON 3	LOST 3	WON 2, LOST 1
MATCHDAY II	LOST 1, WON 2	LOST 3	WON 1, LOST 2	WON 2, LOST 1	WON 3	LOST 2, WON 1

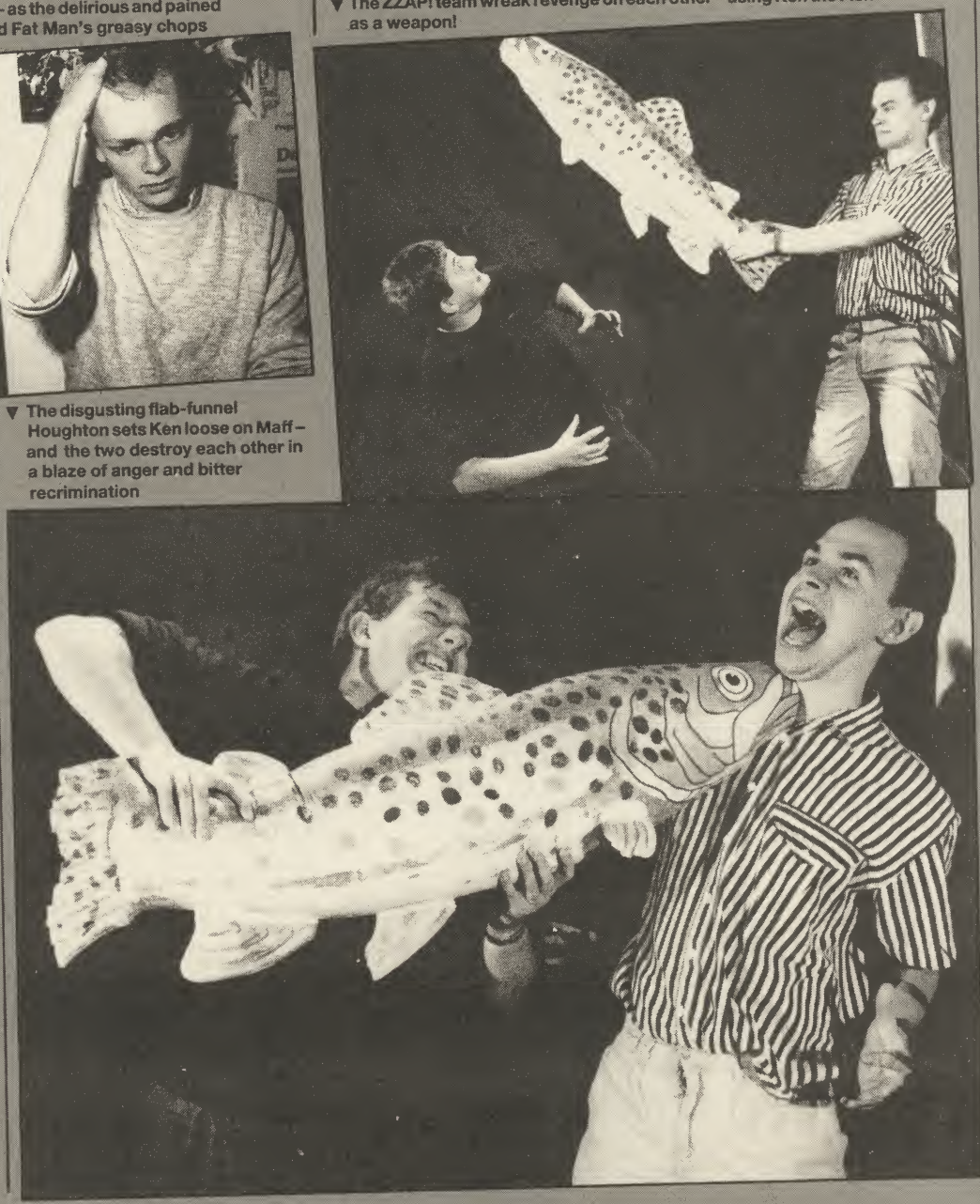
▼ **Tension begins to mount Mrs Tension – as the delirious and pained expressions on Robin Hogg's face and Fat Man's greasy chops betray**



THE POINTS	GH	NR	RC	RH	PK	ME
MENACE	3	4	2	6	1	5
CYBERNOID	3	6	1	4	5	2
THUNDERBLADE	2	4	5	6	3	1
HUNTER'S MOON	6	3	2	5	1	4
ATRON 5000	3	2	4	6	1	5
MATCHDAY II	3	1	4	5	6	2
FINAL SCORE	20	20	18	32	17	19

▼ **The disgusting flab-funnel Houghton sets Ken loose on Maff – and the two destroy each other in a blaze of anger and bitter recrimination**

▼ **The ZZAP! team wreak revenge on each other – using Ken the Fish as a weapon!**



THE FINAL RESULTS

INDIVIDUAL COMPETITION

1st ROBIN HOGG
Joint 2nd GORDON HOUGHTON, NICK ROBERTS
4th MAFF EVANS
5th ROBIN CANDY
6th PHIL KING

TEAM COMPETITION

Joint 1st ZZAP!, TGM
3rd CRASH



720° (US Gold)
646,050 Phillip Davies, Pencoed, Mid Glam
550,490 Daniel Briggs, Torrensville, S Australia
467,650 Lawson Davies, Pencoed, M Glam

ALIEN SYNDROME (Ace)
223,610 D Emmins, Stratford, London E15
134,300 Mike Thomas, Caerphilly, Mid Glam
111,100 Matthew Upton, Emley Castle, Worcs

ARKANOID II – REVENGE OF DOH (Imagine)
254,760 Robert Pascoe, Truro, Cornwall
247,550 Bret Crossley, Leeds, W Yorks
174,170 J Cripps, Peterborough, Cambs

BARBARIAN (Palace Software)
452,200 Martin Kelsey, Dore, Sheffield
334,500 Kriss, Northolt, Middx
298,600 Mark Woodison, Feltham, Middx

BATTLE VALLEY (Rack-It)
1,986,700 Marc Spence, Leeds, W Yorks
1,949,000 Darren Brookes, Long Eaton, Notts
1,931,350 Richard Leadbetter, Witham, Essex

BEAT IT (Mastertronic)
913,510 Dean James, W Bromwich, W Mids
792,665 Alan Smith, Peckham, London
778,535 Stuart Scattergood, Deeside, Clwyd

BIONIC COMMANDO (Go)
1,120,420 James Kent, Ware, Herts
1,091,790 Paul Evison, Buxton, Derbys
1,089,950 Babak Fakhamzadeh, Delft, Holland

BUBBLE BOBBLE (Firebird)
8,692,430 Richard Pembridge, Wirral, Merseyside
8,215,420 Simon Bettison, Sheffield, S Yorks
8,120,740 Heather Bettison, Sheffield, S Yorks

BUGGY BOY (Elite)
149,640 Robert Pascoe, Truro, Cornwall
124,690 Jonothan Dood, Parklands, Northampton
122,600 James Harris, New Cross, London

COMBAT SCHOOL (Ocean)
325,980 Mark (The Carcus), Swindon, Wilts
306,090 Paul Exton, Greenmount, Lancs
304,020 Nick Frere, Doncaster, S Yorks

COSMIC CAUSEWAY (Gremlin Graphics)
887,460 Gavan Flower, Werribee, Australia
601,249 Matthew Holdaway, Coulsdon, Surrey
550,673 Ian Kay, Enfield, Middx

CYBERNOID (Hewson)
124,800 Babak Fakhamzadeh, Delft, Holland
97,365 Andreas Panopoulos, Athens, Greece
63,975 Jason Goodchild, Tattershall, Lincs

DARK SIDE (Incentive)
3,608,450 Justin Moy, Crawley, Sussex
3,172,550 Jason Goodchild, Tattershall, Lincs
1,747,700 Graham Scutt, Horsham, Sussex

DRILLER (Incentive)
3,498,450 Ged Keaveney, Huddersfield, W Yorks
3,226,070 Kudly Bix, York, N Yorks
2,063,760 Daniel Fisher, Chesterfield, Derbys

GAUNTLET II (US Gold)
Thor
12,761,453 Ged Keaveney, Huddersfield, W Yorks
11,304,249 Dean Thomas, Machynlleth, Powys
10,100,476 Martin Lear, Huddersfield, W Yorks

Merlin
24,863,449 Ged Keaveney, Huddersfield, W Yorks
19,201,100 Martin Lear, Huddersfield, W Yorks
13,783,472 Adam Ruckwood, Halesowen, W Mids

Thyra
32,860,112 Mark Crossthwaite, Stockport, Cheshire
11,296,318 Ged Keaveney, Huddersfield, W Yorks
4,202,401 Martin Lear, Huddersfield, W Yorks

Questor
9,817,642 Ged Keaveney, Huddersfield, W Yorks
7,062,517 Martin Lear, Huddersfield, W Yorks
5,127,485 Ioan (Fish), Machynlleth, Powys

GREAT GIANA SISTERS (Go/Rainbow Arts)
74,764 Matthew Phypers, Sunnyhill, Derby
74,172 Babak Fakhamzadeh, Delft, Holland
69,175 Andrew Stephenson, Wakefield, W Yorks

GRYZOR (Ocean)
2,802,200 Richard Lunn, Leeds, W Yorks
1,253,300 Johan Japmaster, Ettingshall Park, Wolverhampton
892,700 David Pocock, S Coydon, Surrey

GUNSHIP (Microprose)
327,670 Paul Köster, Olpe, Germany
315,130 Glenn Archer, Mt Evelyn, Australia
302,390 Paul Griffiths, Llandudno, N Wales

HAWKEYE (Thalamus)
2,090,600 Zap Treeby, Brixham, Devon
1,772,900 Gabriel Leung, Dollis Hill, London NW10
1,050,600 Kamal Ali, Worcs Park, Surrey

HUNTER'S MOON (Thalamus)
618,450 Lee Laurenson, Lerwick, Shetland
472,150 Zsuzui Bettison, Sutton-in-Ashfield, Notts
227,375 Matthew Upton, Elmley Castle, Worcs.

IKARI WARRIORS (Elite)
381,700 Neil Head, Stourbridge, W Mids
356,100 Nick Frere, Doncaster, S Yorks
338,900 Daniel Ody, Harrow, Middx

IMPOSSIBLE MISSION II (US Gold)
104,000 Lee Smith, Southampton, Hampshire
102,800 Phillip Gravett, Whitehaven, Cumbria
92,800 Daren Burke, Romford, Essex

INTERNATIONAL KARATE + (System 3)
484,100 Daniel Carroll, New Malden, Surrey
473,100 Terry Boudram, Colindale, London
441,000 Stephen Cargill, Upminster, Essex

IO (Rainbird)
1,200,170 Jeremy Daalder, Adelaide, S Australia
461,650 Mark Campling, Norwich, Norfolk
393,140 Sir Hans, Ackmaar, Holland

MEGA APOCALYPSE (Martech)
211,730 Peter Clarke, Hartlepool, Cleveland
197,260 Liam Dysrant Harrington Square, London NW1
187,940 Mark Brew, Wokingham, Berks

MORPHEUS (Rainbird)
1,321,485 Richard Pembridge, Wirral, Merseyside
1,266,774 Zap Treeby, Brixham, Devon
1,202,241 Ian Brown, Warners Bay, Australia

NEBULUS (Hewson)
201,240 Matthew Moriarty, Hurst Green, E Sussex
154,400 Michael Garnett, Hatfield, Herts
151,885 Daniel Carroll, New Malden, Surrey

OUT RUN (US Gold)
92,128,800 Mark Crossthwaite, Stockport, Cheshire
87,720,606 Julian Hare, Hampton, Middx
83,246,590 Martin Lear, Huddersfield, W Yorks

PAC-LAND (Quicksilva)
614,990 Jake E, West Bromwich, West Mids
384,950 John Donnelly, Southampton, Hampshire
230,410 Alan Chung, Tavistock, Devon

PLATOON (Ocean)
1,162,100 Liam Dysrant, Harrington Square, London NW1
1,010,650 Jeremy Webb, Blandford, Dorset
1,004,600 Michael Aubert, Exeter, Devon

PROHIBITION (Infogrames)
$30,260 Robert Fascoe, Truro, Cornwall
$26,260 Stuart Wannop, Accrington, Lancs
$22,155 Sebastian Stephen, Victoria, Australia

PROJECT STEALTH FIGHTER (Microprose)
64,500 JK Hugget, Huddersfield, W Yorks
22,790 Jonathan Perkes, Woodford Green, Essex
1,170 Robert Fullerton, Hawkshaw, Lancs

QUEDEX (Thalamus)
1010 Craig Archer, Victoria, Australia
999 Steve Pratt, Leighton Buzzard, Beds
999 Anthony Melarangi, Runcorn, Cheshire

RE-BOUNDER (Gremlin Graphics)
11,250,073 Craig Knight, Keyworth, Notts
2,470,584 Marc Hodge, Selby, N Yorks
2,047,832 Robert Wilson, Oldham, Lancs

ROAD BLASTERS (US Gold)
1,114,090 Mark Taylor, Barry, S Glam
1,064,680 Neil White, Craigtinny, Edinburgh
1,020,900 Daniel Lockey, Bishop Auckland, Co Durham

ROAD RUNNER (US Gold)
3,009,456 RA Alessie, Rotterdam. Holland
1,022,100 Jason Faulkner, Cottesmore, Leics
766,580 Glenn Black, Gainsborough, Lincs

ROLLING THUNDER (US Gold)
749,410 Ioan Pritchard, Powys, Wales
730,520 Kelvin Clegg, Hayle, Cornwall
324,640 Tobias Olafsson, Ockero, Sweden

SALAMANDER (Imagine)
235,015 Lee Ellershaw, Blackpool, Lancs
232,690 Robin Hogg, TGM Towers
232,185 Paul Evison, Buxton, Derbys

SAMURAI WARRIOR (Firebird)
1,827 Wayne Fowler, Basildon, Essex
854 Richard Granville, Heshunt, Herts
732 Neil Head, Stourbridge, W Mids

SKATE ROCK SIMULATOR (Mastertronic)
395,050 Stephen Bambrough, Heaton, Newcastle Upon Tyne
326,380 Brian Hambley, Prescot, Merseyside
294,270 Martin Lear, Huddersfield, W Yorks

SLAMBALL (Americana)
15,943,250 Dean Betts, Edenbridge, Kent
11,078,440 G Leslie, Berwick upon Tweed, Northumberland
9,203,820 Phillip Gravett, Whitehaven, Cumbria

SLAP FIGHT (Imagine)
803,425 Vilya Harvey, Perth, Australia
800,950 Shawn Sutton, Southampton, Hants
586,000 Matthew Viveash, Chinnor, Oxon

SPORE (Mastertronic)
969,100 Neil White, Craigentinny, Edinburgh
955,460 Terry Redfern, Buxton, Derbys
947,875 Matthew Cundy, Tavistock, Devon

STAR PAWS (Software Projects)
647,226 Matthew Smith, Warrington, Cheshire
641,592 K Daniels, Northolt, Middx
624,567 G Woodhouse, Barrow-in-Furness, Cumbria

TARGET RENEGADE (Imagine)
436,700 Bret Crossley, Leeds, W Yorks
426,700 Neil Maudling, Whitehaven, Cumbria
340,900 Daniel Carroll, New Malden, Surrey

TETRIS (Mirrorsoft)
78,986 Stuart Scattergood, Deeside, Clwyd
40,455 Joan Tillotson, Halifax, W Yorks
28,820 Michael Reineke, Lüdinghausen, W Germany

THING BOUNCES BACK (Gremlin Graphics)
3,769,925 Alan Wescombe, Swindon, Wilts
2,053,532 William Callaghan, Tipton, W Mids
1,877,555 Casey Gallacher, Swallowfield

THUNDERCATS (Elite)
2,640,600 Steven Alexander, Cullybackey, Ballymena
2,566,922 Martin Leer, Huddersfield, W Yorks
1,450,700 Matthew Smith, Warrington, Cheshire

TOY BIZARRE (Activision)
545,850 Bjorn Halen, Paipis, Finland
329,550 Anil Khedun, Tottenham, London
275,720 Michael Sharpe, Peterborough, Cambs

TRAZ (Cascade)
274,775 Simon Pile and Richard Maccall, Yatton, Bristol
176,470 John Glynn, Newcastle, Staffs
60,000 Steve Lee, Guildford, Surrey

URIDIUM + (Hewson)
575,005 Tim Goldee, No Fixed Abode
478,025 Neville Lewis, Port Talbot, S Wales
335,350 Wessel Joubert, Belfast, RSA

ZENJI (Firebird)
66,250 Mark Crossthwaite, Stockport, Cheshire
40,225 Mike Gillings, Portsmouth, Hants
33,150 Owen Gorman, Cas Hebbyney, Co Monaghan

ZOLYX (Firebird)
605,681 Edward Yu, Raynes Park, London
524,318 Rob Housley, Thamesmead, London
377,413 M Blaser, Cheadle, Cheshire

ZYBEX (Zeppelin)
445,150 Ged Keaveney, Huddersfield, W Yorks
398,950 Steve Lee, Guidford, Surrey
397,950 Marios Stylianides, London, SW16

ZYNAPS (Hewson)
398,850 Steve Lee, Guildford, Surrey
272,900 Neil Burton, Torquay, Devon
248,500 Torban Bennett, Freemantle, Australia

CLASSIC COMPUTER

Cock Ups

PART TWO

DATELINE: Norwich, England, May 1988

British Telecom laboratories at Martlesham Heath develop the first working automatic English-to-Japanese computerised translation telephone. When the machine recognises the spoken English input it flashes up the phrase on a screen, and if the caller is satisfied with the translation the message is automatically translated into Japanese at the other end.

Meanwhile the Ministry of International Trade and Industry in Tokyo backs the Hicats system from Hitachi, with a vocabulary of 50,000 words, to translate Japanese into English. Messages are passed with great success, including the simple 'Please arrange for your courier to meet one member of the press-corps arriving on next flight.' A suitably sombre Japanese representative is despatched to the airport carrying a small refrigerated box in which to place the vital organ of the deceased.



DATELINE: Welwyn Garden City, England, January 1986

The Asda Hypermarket is proud of its total conversion to computerised barcode check-outs. At 6.30 on Friday night, half of the automatic tills go right down and queues begin to build right up. By 8.00pm all the automatic check-outs have broken down, but nobody on the staff can remember how to operate a manual system – besides, most of the goods don't have prices stamped on them any more, and the staff can't remember what anything costs. Management politely asks its customers to leave the store and go home, but the angry crowd refuses – after all, they've been queueing for hours and they ain't got any food for the week-end. After a modest riot, the police are called to evict hungry, angry customers. The cause of the breakdown is a mystery, but may have something to do with a 'failsafe foolproof unit' built into the system.

DATELINE: Freetown, Sierra Leone, August 1988

Mr Hassan Gbassay Kanu, the Finance Minister of Sierra Leone, regrets his decision to install a computerised payroll system for civil servants, in order to stamp out corruption and fraud. According to the records, more employees are being paid in the Finance Ministry by automated payroll computer than there are in the whole of the Civil Service. One hundred trusted staff have been arrested so far.

DATELINE: New York, USA, 1987

Dr. Harold Joseph Highland, editor-in-chief of *Computers and Security* is giving a demonstration at the annual PC Expo. His subject is 'Data Threats and Security in a Microcomputer Environment.' During his lecture, he uses a standard IBM PC linked up to a large display unit to unforeseen effect. Not only does the machine get infected, but when he tries to reboot it the entire system locks up and irreplaceable data is wiped from the hard disk.

DATELINE: London, England, February 1987

The embryonic National Police Computer is designed to keep tabs on the Nation's villains. This it does. It also provides lists of crooks and sells the lists to gaming clubs so that the villains can be enticed by the copper's chums to gamble away their loot in luxurious surroundings.

DATELINE: Dusseldorf West Germany, July 1982

The third largest direct mail company in the Rhineland installs a computerised addressing package, and hits the button to offer 900 selected Dusseldorfers a special offer on private health insurance. Unfortunately, after booting up, the demo disc decides to take priority over the direct mailing list, and 900 copies of the same document are sent to the same address, marked for the attention of 'Marlene Dietrich and Mickey Maus'.

DATELINE: Etampes, France, November 1979

Three men in jeans and leather jackets are driving a Peugeot on Route 20 at 10pm. They stop for petrol. The garage attendant is suspicious of the home-made numberplate 3383FM13, and phones the cops to report a 'suspicious car'. The Etampes police computer confirms that 3383FM13 is a stolen vehicle, and the gcon squad sets off in pursuit. They intercept the men and manage to shoot Monsieur Claude Francois directly between the eyes with a .357 Magnum. The cop is not arrested, because the police computer told him that Francois was a criminal. Unfortunately 3383FM13 was stolen in 1976, and Francois bought it legally ten days before he was shot.

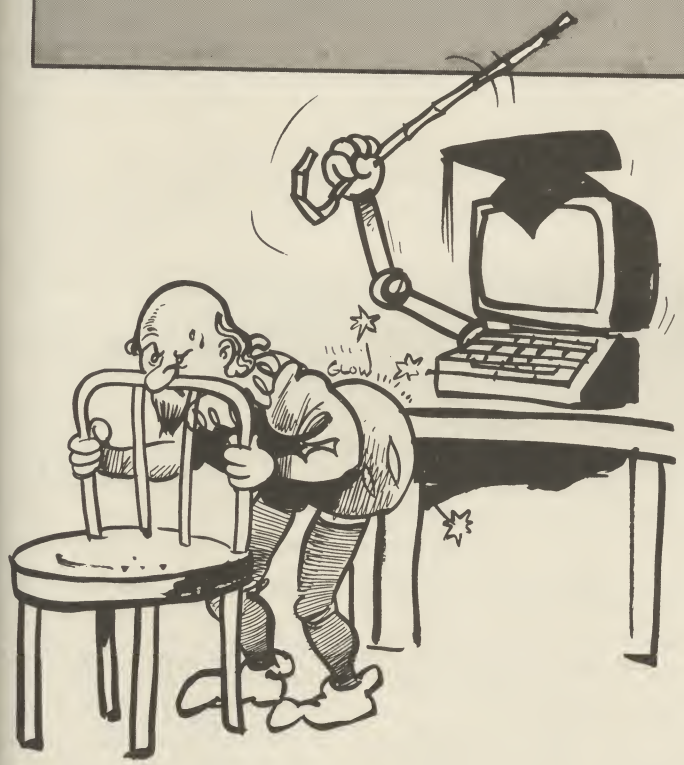
DATELINE: Montpellier, France, 1978

The municipal postal authority decides to install a computer in Montpellier central post office, to ease staff work load, and reduce tension. Soon afterwards the postal inspector is removed to a secure psychiatric unit for observation, suffering from 'cyberphobia'. Believing that the computer was trying to steel his job, he entered the computer room armed with an automatic pistol, and 'killed' the machine.



DATELINE: New York, USA, July 1988

Academics introduce a 'critical computer' for use in analysing and passing judgement on students' literary efforts. It is called the Scriptchecker. On being fed the literary works of one hopeful candidate, Scriptchecker dismisses the input as 'piffle'. The student is a Mr William Shakespeare of Stratford upon Avon, England.



DATELINE: Paris, France, 1961

An IBM-650 is installed at the Paris Observatory, which used to be the stables of the King's mistress. It is to be used to predict the orbits of artificial satellites, based on previous orbits. The system works perfectly except for two minor details: 1) the satellites orbit Earth once every 90 minutes – unfortunately the IBM-650 still uses obsolete punch-card data and takes two hours to predict the next orbit – and 2) the boffins are using a program based on the Solar System, wherein the Earth is recognised by the computer as a single point in space based on the centre of the planet. The net result of this is that when each prediction is printed out half an hour later than the actual event, the satellite is shown as two hundred miles from the centre of the planet, which puts it way inside the Earth.

DATELINE: Moscow, USSR, August 1988

Comrade Sagdeyev, head of the Soviet Space Research Institute announces the most expensive single keystroke cock-up in the history of computing. In hitting the wrong key, a ground control operator of the Martian probe Phobos-1 has frozen all computerised activities and rendered the space craft 'worthless'. Soviet Mission Control will never be able to communicate with it again, let alone control its visit to Mars and its moons, which is a bit of a pity as it is the most expensive single lump of hardware ever launched into space. Two unfortunate programmers are now being questioned: the one who pressed the wrong button, and the other who was supposed to check every keystroke but spent too long in the toilet.

DATELINE: Washington DC, USA, December 1986

The producers of a stage play proudly install the latest computer-controlled lighting and scenery gear. On the first night the lighting rig decides to change night into day and put on a spontaneous psychedelic strobe show, so the computer programmers are called in, and all is declared well. During the second performance, the revolving stage holds the entire cast hostage and refuses to release them. The play's title? *Les Miserables*!

DATELINE: Unknown, USA, 1962

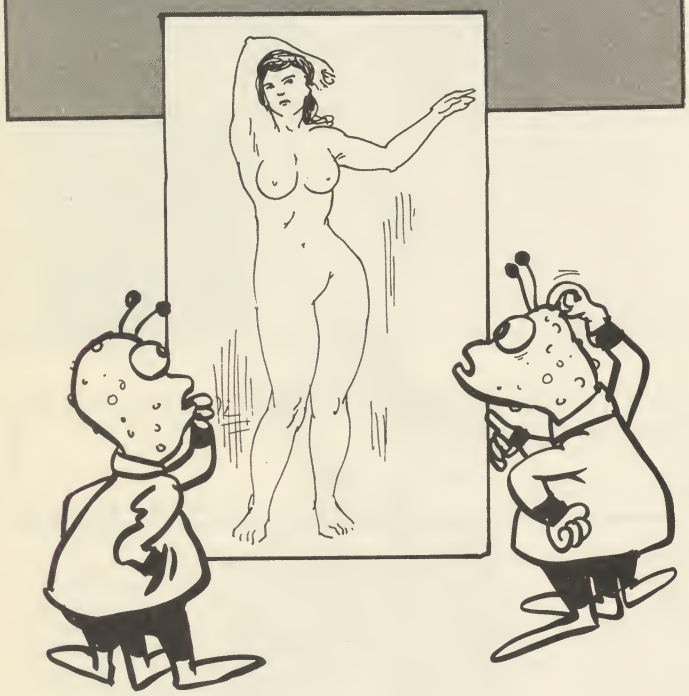
At today's meeting of the Research and Development Executive of the IBM corporation, a new concept is offered. IBM turn down the option of investing in and gaining control of a struggling venture with an untested concept, as having no commercial potential. It is called the Xerox photocopier. Ho hum.

DATELINE: Washington, USA, November 1980

A new Force Administration Data System is installed at the main telephone exchange to monitor the movements of works, and to make them more efficient. Before long everyone gets a neat little computer printout each morning listing their individual break times and lunch times, based on the computer's predictions of people-traffic for that day. Service representative Jean Miller reports that 'morning break comes 15 minutes after the start of the working day, and nobody told the computer about having to go to the bathroom, so we have to find someone to pretend to be us when we take a leak, otherwise the machine rings an alarm bell thinking we've been abducted!'

DATELINE: Mission Control, NASA, USA, 1972

The Pioneer deep-spacecraft carries the first interstellar message into space engraved on the famous 'F-Plaque'. The world's most advanced computers guide Pioneer out of the Solar System on its way to make contact with aliens, and the F-Plaque carries diagrams of our Sun and its planets, some geometric constants and a full frontal engraving of a naked human male and a naked human female. Presumably the Earth scientists want the aliens to think that human beings reproduce by magic. The human female has no genitals.



DATELINE: Washington, USA, 1957

The Pentagon commissions the latest computerised spy system to intercept and translate Russian documents, so they can keep ahead in the Cold War. The cost is astronomic. As the financial commitments increase, the US Air Force budget is taken over, and the first huge batch of documents is spewed out by the machines. They consist of half a ton of articles by the RAND Corporation that the Russians have translated from English in their efforts to emulate the West.

DATELINE: Mekong Delta, Vietnam, 1966

The Task Force Computer is installed to help the US war effort at a cost of three billion dollars. Bombs and chemical weapons are dropped on non existent targets, plastic bullets are fired into trees and radio controlled mines blow up large areas of empty ground after the computer electronically targets 'the enemy' with chemical sensors. The Vietcong succeed in reprogramming the data gathering machines seeded throughout the jungle by a very simple method. They piss on them.

DATELINE: London, England, December 1984

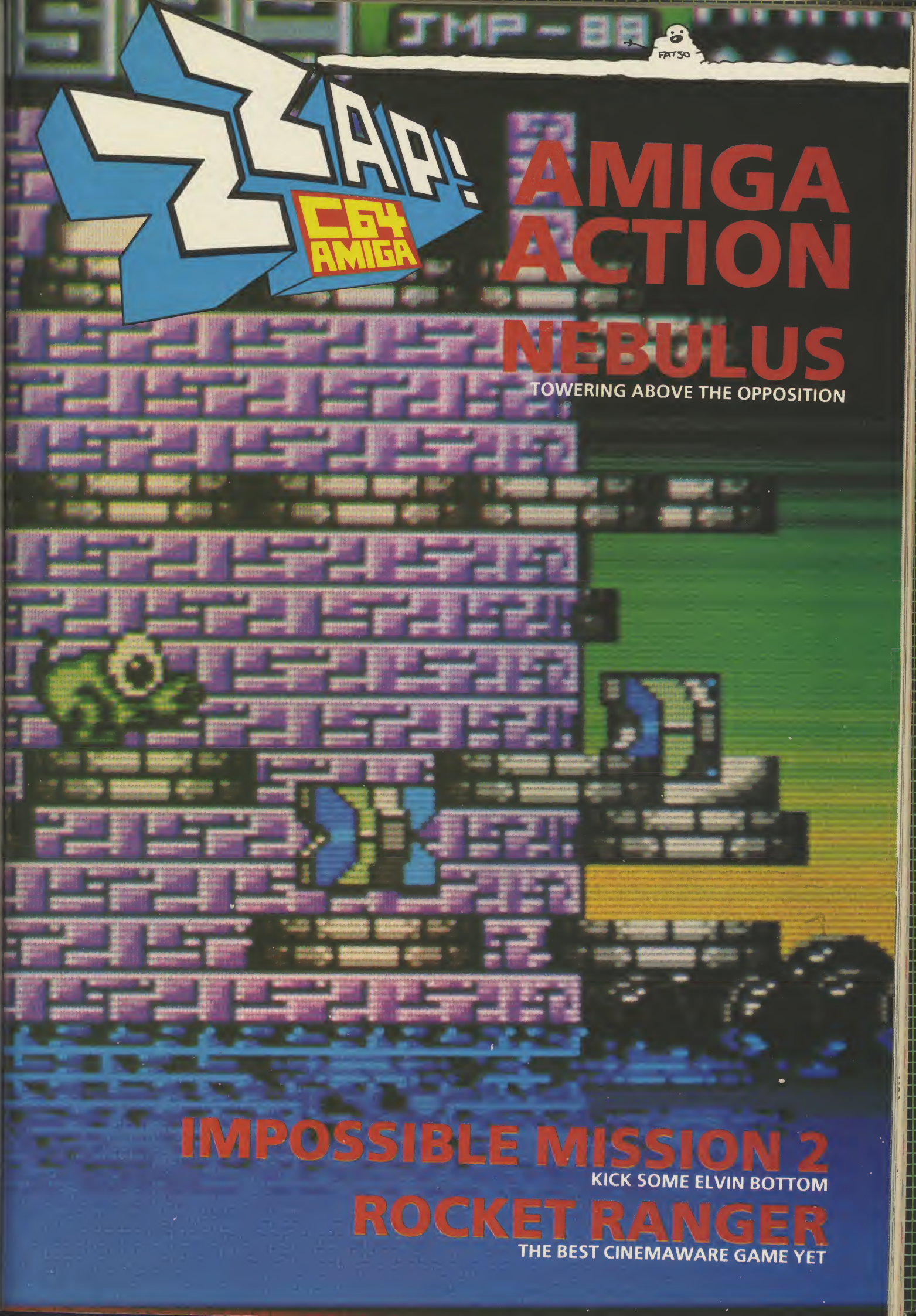
The London Borough of Brent experiences some unwanted Christmas cheer when its Acton office's salary program for November is run through an IBM 30/83 along with the December program and everyone gets paid twice. Four thousand council workers are delighted to receive this unexpected seasonal bonus. The cock-up is only discovered after all the money has been cleared through the banks, when the authorities politely ask for their money back. As it is illegal to debit a customer's account without their permission, 25% of council employees tell their local authority to get stuffed. Net loss: £500,000.

DATELINE: Jonestown, USA, November 1979

The president of the USA relies on WIMEX (the Worldwide Computerised Command and Control System) to warn him of an enemy attack at any time in any place. After it broke down in 1976 over one billion dollars has been spent by the Pentagon to make it 'foolproof'. Members of a bizarre cult at the People's Temple in Jonestown decide to commit mass suicide, one of the people slain is Representative Leo Ryan, a vital cog in the WIMEX machine. For more than one hour the Joint Chiefs of Staff of the USA are unable to make contact with their emergency crisis team, and when they are reconnected WIMEX assumes that they are intruders and denies them access to one another.

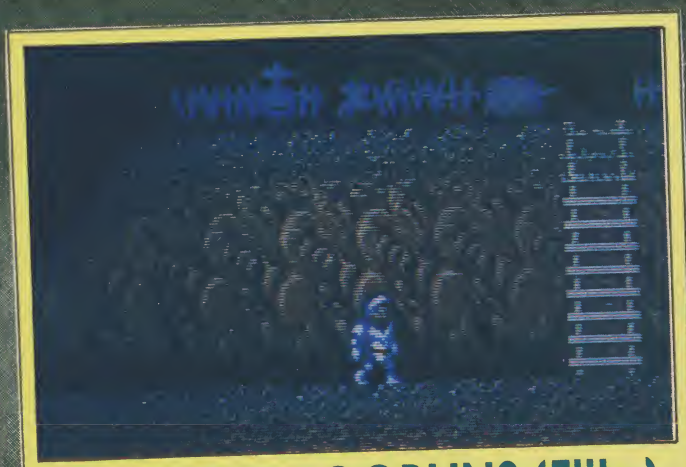
DATELINE: Los Paseos, California, USA, January 1983

The automated safety check program fails at the Fairchild Semiconductor plant. Trichloroethene from the silicon chip manufacturing process leaks into the local water supply, resulting in death, abortion, miscarriage, cancer and heart anomalies in new born babies. Fifteen million dollars is spent on a new protection system, which also fails. Today the Fairchild Semiconductor factory stands empty.


ZZAP!
C64
AMIGA
AMIGA ACTION
NEBULUS
TOWERING ABOVE THE OPPOSITION
IMPOSSIBLE MISSION 2
KICK SOME ELVIN BOTTOM
ROCKET RANGER
THE BEST CINEMAWARE GAME YET

GYPSY ROSE EVANS LOOKS INTO THE AMIGA FUTURE

(AND FORESEES THE SHAPE OF THINGS TO COME ON OUR FAVOURITE 16-BIT MACHINE)



GHOSTS 'N' GOBLINS (Elite)

Hands up all of you that thought this was a really great game on the 64. One... two... no, it's no good I just can't see you from here. But if I could, I've no doubt there would be a veritable sea of hands waving up and down the country. Well the good news for all you Amiga owners is... it's being converted to the 16-bit machines! Yaaaaaay! No need for you to feel left out just 'cos the 64 version is now on budget. The bad news is that you'll have to wait until the new year to see it for yourself. That's all I can tell you for the moment as my crystal ball is beginning to cloud over. More news 'as and when...' (Cor! Good phrase that innit? *Well* Journo!)



FRIGHT NIGHT (Microdeal)

I really liked the film *Fright Night*, so I hope that the home computer version lives up to the strength of the film. You play the part of vampire Jerry Dan'ridge, who must 'vampirise' everyone who ventures into the house before 6am, otherwise the pesky kids from next door will come and poke a lump of wood into your heart (ow!). The programming is by Steve Bak (making a change from shoot 'em ups) with graphics by Pete Lyon. A copy of *Fright Night* will set you back £19.95. Coming soon to a cinema near you... er, no. That's not right...





PAPERBOY (Elite)

Stap me vitals! Another Elite game for preview, and another arcade conversion to boot! This time it's *Paperboy*, another game that wasn't implemented too well on the good ol' 64. Still, here we have the opportunity to give Elite another chance, as they convert the game to the Amiga. Some of you may have seen a demo of the game at this year's PC show and those that didn't... well I have it on good authority... um... weeeeellll... average authority... OK, from Paul and Gordon that the game looks 'really good'. My crystal ball's not tuned into the right frequency for this, so... um... that's all I can say really.



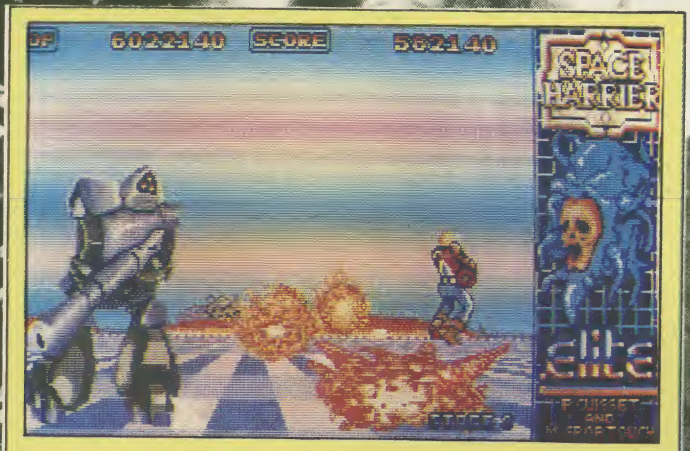
IRON LORD (UBI Soft)

'Inne ye goode olde oldenne dayes, whenne knightes were bolde and Damselles were... PHWOAR!' But seriously folkes, sorry – *folks*, in this game from French software house UBI Soft, you are transported back to medieval tymes, no times, *times* (I must stop this!), where you play the part of a prince, recently returned from the crusades to find that your father has been deposed and succeeded by your ruthless uncle. You must travel the lands proving your birthright by means of cunning strategy and tough swordsmanship. The game should be available by the time you read this, as the release date is set at October 15th.



SUPERMAN (Tynesoft)

No more need you risk life and limb by jumping off fences and wardrobes with a coat fastened around your neck going 'da da daaaaa – *ooof!*' as you can now play at being *Superman* safely sat in front of your Amiga thanks to Tynesoft. In the game, Superman stars in an adventure spreading to the reaches of outer space. Quite a distance I trust you'll agree! And the price of being endowed with Superpowers? £24.95 to be exact. By the way the game should be available by the time you read this. Must dash now, as the INXS tape has got to the good bit. Altogether now: 'This is *what* you need, this is *what* you need!' Ow! Woo! Hey! Yeh!



SPACE HARRIER (Elite)

Remember the sniggering and disbelief that abounded when a 64 version of *Space Harrier* was announced? Well I certainly do and it turned out that the scepticism was justified. Well, now Elite are converting the program to a machine that has some semblance of the power needed to accommodate this 3D extravaganza. As you can see from the screenshots, the graphics are very clear and colourful and the gameplay... oh dear, the crystal is clouding again. Never mind, the game is set for 'Autumn release', so look out for it.

DRILLER



Incentive, £24.95 disk

Let's just jump across the space-time continuum to the distant future when the beauty of Earth is just a memory.

▼ I'm sure JR never had to go to all this trouble. But then, he drilled for oil, not gas, didn't he?



The last vestiges of humanity left their dying world to colonise the planet Evath, where their governing bodies invoked a draconian judicial system which produced the Ketars.

Though sounding like something you would combat with nasal spray, the Ketars were criminals banished from Evath to Mitral, one of its two moons. In their struggle to survive, the Ketars began mining for gas, but not having any mining experience, their efforts resulted in the destabilisation of gas pockets which began leaking their explosive contents up to the moon's surface. Realising the imminent danger, the Ketars decided to secretly evacuate to an uncolonised continent on Evath, leaving their automatic defence systems active.



▲ Just get moving will you – there are dangerous pools of gas down there, you know



Well, I'd disagree with Paul and Kati on this one, since I felt that a lot more could have been made of the Amiga conversion. With games like Starglider 2 **around, fast moving 3D just isn't enough to guarantee an instant Sizzler for me. Call me miserable ('You're miserable!'), but I felt that the landscapes should have had more detail and the gameplay could have been tweaked a bit to produce more, long-lasting puzzles. Still, I'm just griping because this isn't the brilliant atmospheric experience the 64 version was (for a start, there was no music on our copy) – lovers of the original should definitely check it out.**

What the Ketars didn't realise was that their misguided mining had left Mitral in imminent danger of exploding as the pressure of escaping gas built up. Of course, this would spell disaster for Evath and anyone living on it – ker-boom!

When the Evath authorities realised the threat they sent one man to Mitral to position drilling platforms over the gas pockets and burn off the gas harmlessly. It's up to you to pilot a probe vehicle around Mitral's 18 sectors using whatever resources and clues you can find in the Ketar structures to locate and vent the gas pockets, while simultaneously avoiding or destroying the moon's automatic defence systems.



Although I was happy to hail the arrival of the original 64 version of Driller **as the best 3D experience since** Mercenary**, the speed problem always put me off playing the game as much as I would have liked to. Now here's the Amiga version, with no such problem – and I just can't stop playing it! It's just so well presented, and although there are a load of keyboard controls, you hardly need bother learning them all because the comfortable icon control system takes care of just about everything you need. The level of detail the programmers have gone into is remarkable – right down to a little VU meter on the control panel and the three switch self-destruct mechanism for aborting the game. My only complaint is that there's no superb soundtrack as there was on the 64 version. Apart from this, I can't see any reason why you shouldn't invest £25 in this.**

▼ Incentive's Freescape – lots faster than a crippled pig



Your 3D view of the proceedings is from behind the controls of the probe, the cabin of which can move to adopt a wide variety of viewing angles. The probe is equipped with an energy shield which absorbs hits from laser defences or collisions with obstacles. This and the probe's energy supplies are restocked by shooting pyramidal Rubicon crystals which can be found in abandoned store rooms. Cor!



▲ You should see this 3D move!

If your shield or energy runs out, the mission comes to an end and you are awarded a score based on any items shot and the accuracy of your drilling.



Anyone who disliked the 64 version because of its lack of speed should definitely take a look at the Amiga Driller**. The amount of possible viewing angles is all the more amazing because of the complexity and variety in the graphics – they may look a bit plain from the screenshots, but they take on a life of their own when moving. I loved the way you could just wander about and explore – there's an incredible feeling of being on a different world . . . the next games in the series should be even better! Until then, ignore our grouchbag editor and add** Driller **to your collection.**

PRESENTATION 95%
Pleasantly packaged with a map model and a 32 page novella/manual. Icon or keyboard control system is very easy to use.

GRAPHICS 89%
Fast and smooth filled-in vector graphic representations of Mitral's architecture.

SOUND 49%
Good sound effects, but sorely misses the 64 version's superb music.

HOOKABILITY 90%
No problems to prevent you becoming thoroughly engrossed.

LASTABILITY 90%
Will have you scratching your head for some time to come.

OVERALL 89%
A superbly presented and totally captivating 3D experience.



ZZAP! COMP

MUNCH, MUNCH, MUNCH . . . BURP!

win a year's supply of Chewits

Aaaargh! There's a great big enormous green thing coming down the street – it's got horrible scales and the most disgusting feet you've ever seen (talk about corns!) Oh no! A tiny blond woman has got between its toes. She's screaming. She's trying to save herself. Some bloke's trying to save her with a fishing rod. He's almost hooked her . . . but no, the overgrown lizard has smashed him into the nearest high-rise ledge. Eeeek! it's coming this way! Quick, I've gotta get away – help, there's a big greeny . . . oh no, it's got me in its arms, I can see the crusted blood in its fingernails, it's trying to put me in its mouth, it's gonna eat me, it's gonna eat me, IT'S GONNA EAaaaaaaaaaaarrrgghh! . . . '

GOBBLE, GOBBLE, CHEW, C-C-CRUNCH . . . BELCH

Is this sort of way you really want to end? Churning about in the guts of some overgrown chihuahua? No memorial service or party for your friends?

Well, have we got the competition for you. What's the only thing capable of stopping a monster in its tracks? (No, not a sub-machine gun – the bullets just bounce off.) Come on, give us the answer, we haven't got all day, you know . . . Right! A Chewit. If you had one of those, whatever else might go wrong in your life, you'd never get eaten. Oooh and what a surprise, those nice guys and gals at Gremlin have offered to give a year's supply of Chewits (that's one packet a day for 365 days) to 10 people clever enough to do a little job for us.

Why? They're just nice guys and gals, that's all. Well OK, they're nice guys and gals *and* they want you to know all about their up and coming, bonecrunchingly horrible monster game, *Muncher*. No prizes for guessing what it's all about (we don't give our prizes away for nothing here, you know). Just march through all the Japanese towns and cities you can find, stomp on everyone and walk over all the buildings. More fun than putting a fire cracker in your Great Aunt's Christmas pie.

Oh yeah, that little job. We'd like to ask you one simple question.

If the ZZAP! team were a bag of pick 'n' mix sweets, which sweet would each of them be – and why?

Write down the wittiest, funniest, most seasonally amusing reply you can think of and send it off pretty pronto (ie, before Maff's birthday on 12 December) (Sod off, Maff – Ed) to:

MUNCHER CHEWIT OR ELSE COMP,
ZZAP! TOWERS, PO BOX 10,
LUDLOW, SHROPSHIRE, SY8 1DB

Oh yeah – don't forget your name and address – you might live to regret it.



WALKER'S WAY

By Martin Walker

This month: Thrill to the full time return of program coding. Gasp as the *Citadel* begins to bristle with new developments. Whistle in amazement at the addition of go faster stripes. Wonder why there is so much waffle in the intros . . .



Wednesday 8th September

Here we are on the first day of the latest diary, and already the player bullet firing routines are in – as I said at the end of last month, things are beginning to move quickly, especially now that all my music/sfx commissions have been completed for the time being. At long last there is more colour on screen as the bullets have separately mapped colour information.

Thursday 9th September

The first bullet routine gave a maximum range to each bullet, and in practice this looked rather strange, since firing down a long corridor produced the effect of them all disappearing into another dimension at maximum range. Today the routine was revised to allow each to travel as far as the edges of the screen window – the only slight disadvantage of this method is that unless any bullet hits something there may be a tiny pause after loosing a full volley before the next bullet becomes available to fire again. This can produce, if taken to extremes, the classic super-fast firing in tight situations – but dodge 'em while waiting for bullets so beloved of *Delta* fans everywhere; only if used very cleverly can it be turned into a strategy and not a grumble.

Friday 10th September

Somewhere on screen the score and needed in-game information must be displayed, and the time has come to decide once and for all where this is going to be, as many already existing routines may need to be modified slightly. I'm not using 'sprites in the border' tricks this time for various reasons, so it means losing several lines of characters either at the top or bottom of the screen. Choosing which has occupied much thought.

When playing the game the eye finds it easier to glance down quickly to take in information – I suspect that this is why subtitles always appear at the bottom of the screen. However, if you are playing a vertically scrolling game the eye is always on the watch for 'baddies' arriving from the top of the screen. Also, just like reading a book, when first presented with the screen, the brain is conditioned to find it easier to react to a 'title' area at the top. After debating both options for some time, the top won, although it will probably prove more difficult to achieve a clean 'split' when 8 sprites appear under it!

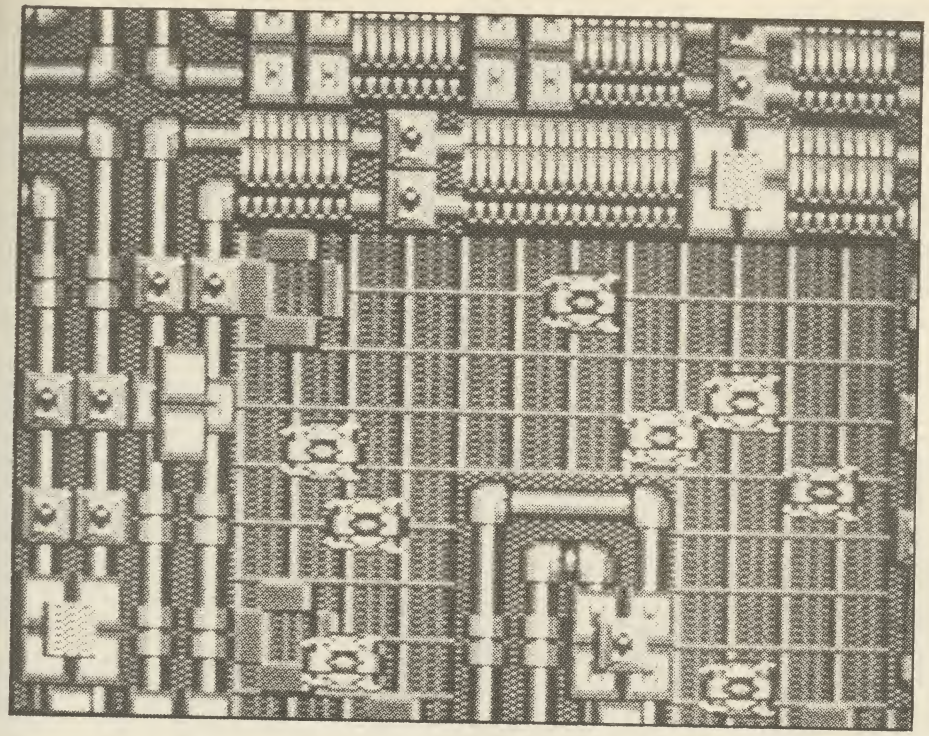
Saturday 11th September

Having decided where the information is to go, I suppose I ought to decide exactly what will be displayed. The current score is fairly obvious, but again there is a big controversy about the addition (or not) of Player 2 score and/or High score. Personally I rarely play with 2 players (perhaps I ought to rephrase that!), and anybody playing a one player game will find the second score completely redundant, so the high score seems more important overall, especially as a '1' or '2' can appear next to the score to indicate the current player. The other vital information needed in *Citadel* will be special equipment currently available for use, and the means of selecting it in the thick of the action. Suffice it to say that my screen editor saw a lot of action today.

Monday 13th September

A tricky little routine to produce the screen splits was perfected today. Since an interrupt routine from the sprite multiplexor may strike anywhere down the screen, depending on the current position of the sprites, the screen splits will be produced using an NMI (dreaded by all backup cartridges, and tricky for me since I'm using my trusty Expert as a development aid!) A 'Non-Maskable Interrupt' is normally also generated when you tap the RESTORE key – for my purposes, this is ideal because it overrides any other interrupt, ensuring that the screen splits always occur at the correct position, whatever the other interrupts are doing.

Once the routine was in and working, it also allowed me to have different colours for the information bar at the top of the screen (and hopefully an end to the ZZAP! art department printing my screenshots upside down!)



Tuesday 14th September

A day of preparation for the PCW show, which I shall be visiting tomorrow, plus some tidying up of routines to optimise their speed. The use of screen border colour changes at the start and finish of interrupt routines is a very useful development aid, showing exactly how much time is taken by each 'JSR', and helps to pinpoint bottlenecks and problem areas. I suppose that they are the equivalent of the 'go-faster stripes' so beloved of the car fraternity!

Wednesday 15th September

So this is what 7.30am feels like! Yawn. Stagger. Sip coffee. At least I'm going by train so I can catch up on sleep later. With my trusty joystick packed (just in case) it's off to Earls Court to see what everybody else has been doing.

Well, what a day! Many thanks to all of you who helped to make this my most entertaining PCW show so far. The prize for most interesting diary comment has to go to the reader who likes the bits in brackets best (this is just for you, and all bracket lovers everywhere!)

More and more companies seem to be setting up 'satellite' stands in nearby hotels. This certainly gives more variety to the day, but does tend to use up rather a lot of stand browsing time – at least the Mediagenic bash gave me a chance to take a ride in a chauffeur-driven limousine! And no, I shall not be procuring one if I ever get rich and famous. My trusty joystick did come in handy when I managed to try out a demo of the official *R-Type* on the 64. Later on, back at the show itself, the purchase of an ST joystick extender lead meant that I can now also plug it into the ST without performing any more upside down contortions (hooray!)

As the sun began to set, I found myself peering once again through a British Rail window, wending my weary way home again. All in all, a very rewarding day. Apologies to all those readers who asked for me in vain at the Newsfield stand on later days – next year I must go for several return visits.

Thursday 16th September

A day off to recover, and to mull over the products and trends seen at the show (and to play my copy of *Hawkeye* – from those nice guys with deficiencies in the cerebral department).

Monday 19th September

Over the last few days the main structure of *Citadel* has been mapped out ready for the BIG routines. Since I need the real feeling of exploration, all of the things the player will meet on his/her travels must be positioned in advance – and this means storing the locations and status of up to 256 objects for each level! The reason for the ultra-compacted city generation system now becomes more apparent.

The function of an apparently useless object in the city may become obvious after another vital piece of equipment has been found or activated, so retracing your steps must show everything in its 'last visited' state (how many games have you played that just regenerate every meanie every time you re-enter a room? Bang goes any feeling of a real environment!). Also, an activated city defence may be used to set ambushes in a particular area for pursuing meanies – some of them may be indestructible using your own available weapons, and remembering the location of the switch that activates a force field may prove crucial! Learning to use the cities own defence systems to your advantage will get you much further into the game.

Wednesday 21st September

Movement of sprites is going to be on a predefined patrol basis. This will allow them to be designed in groups which will protect the more important installations. Just like in real life, there will be comparatively empty corridors followed by vital areas which will be very tricky to negotiate, with 'loadsasprites'. I did toy with the idea of invisible 'tramlines' allowing sprites to move freely about the cities and home in on the player, but if I were them I'd prefer to have safety in numbers!

Friday 23rd September

My brain hurts! There really is a lot of work to complete before my multiplexed sprites can react to their environment. First routine to be completed moves all sprites in 'sync' with the background, depending on what my static zone 8-way scroller is doing. This sounded easy enough, but I finally traced 26 exceptions where a one or two pixel move was suddenly needed in the X or Y axes when stopping or suddenly changing direction! (It looks very smooth now but took two days to debug). The next two routines will be SPRITEOFF the screen at the edges, and SPRITEON if the edges correspond to the object's position in the city. Wish me luck!

Monday 26th September

SPRITEOFF proved to be a more typical routine – less than an hour to write, assemble and tweak. SPRITEON needs more thought before leaping into frenzied action at the keyboard. Since there will be up to 256 objects in a level, whenever the screen scrolls in a particular direction any new objects that should appear at any edge must be found and plotted from a massive table of X and Y values. The main problem with this sort of routine is that unless you are careful it will still be searching through the table long after the object is supposed to have appeared on screen – shortcuts must be found to minimise processor time.

Tuesday 27th September

This new routine turned out to be rather schizophrenic, and ended up as two routines – one running every frame on the interrupt and the other in mainline (any time remaining when the interrupts have finished!). Every piece of coding for *Citadel* is complicated by my insistence on scrolling in 8 directions. In a



vertically scrolling game, for instance, you only need to check how far the background has progressed to know when to 'launch' the next wave of aliens. *Citadel* checks each edge around the screen, depending on which direction the player is moving, to determine whether an object should appear or disappear.

Wednesday 28th September

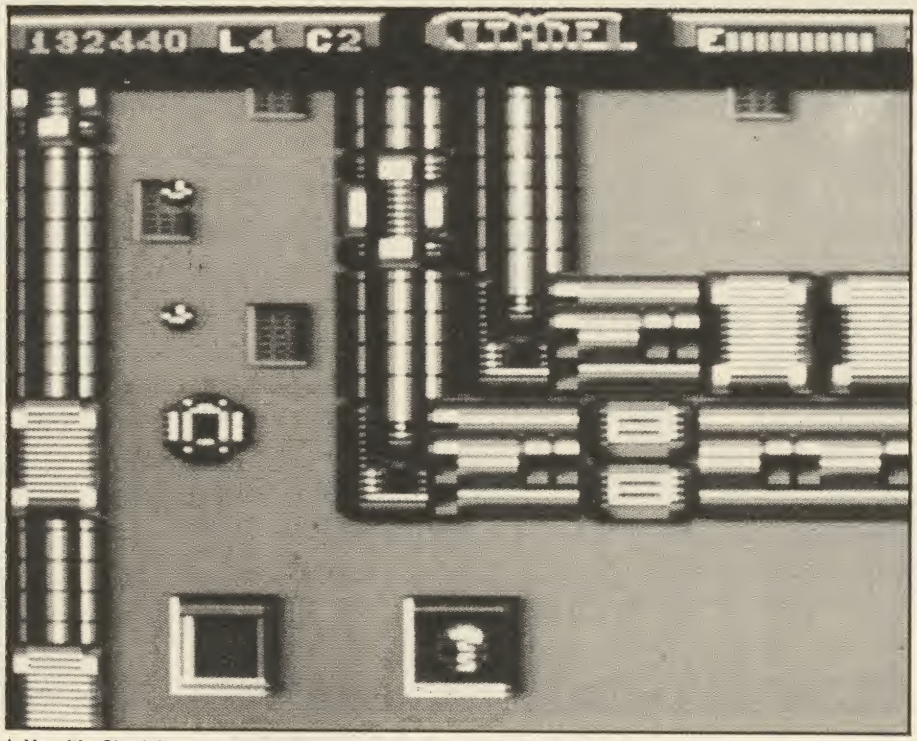
Well, the routines are now completely written, and debugging starts tomorrow. The trick of writing major routines seems to be to mull over different ways of producing the same effect. Although the principles of SPRITEON were fairly simple, most games have so little

processor time left (especially if of the scrolling variety) that it is the fastest routine that matters, and hitting on a way of streamlining it can be very important. This quite often revolves around a flash of inspiration – it is time saving to remember, for instance, that objects arrive on the left hand edge of the screen only when the player is moving left and so on.

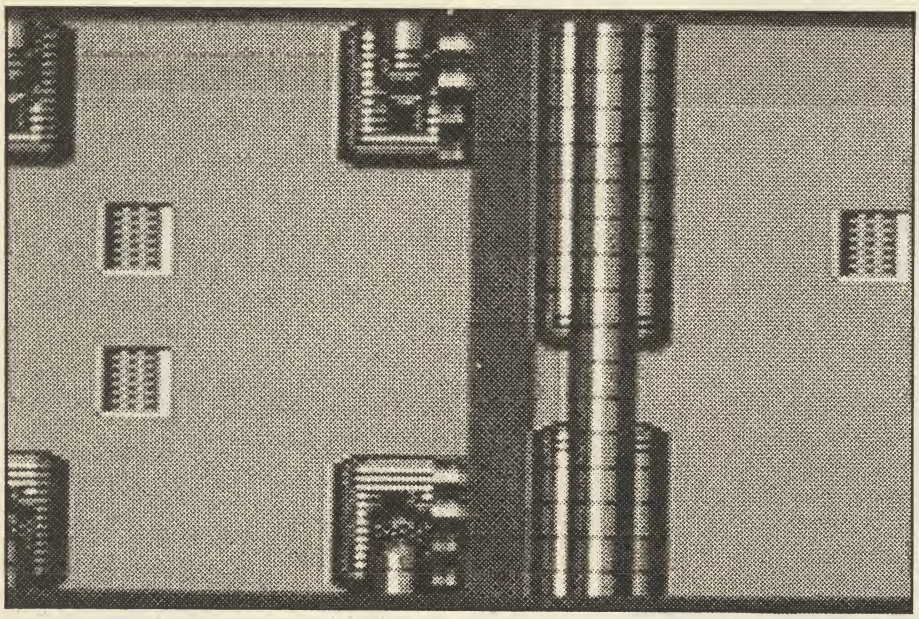
Thursday 29th September

A day off (what do you mean 'get on with the debugging!') and a perusal of life, the universe and chips with everything. I need to get my hair cut or else take up wearing a headband to keep it out of my eyes, and that would make me look like a jogger, and the only thing I like jogging is my elbow (how about that for a mammoth waffle (a shame it isn't an edible waffle) and the first instance of brackets within brackets!)). Anyway, I'm suffering from 'advanced complimentitus' – another interesting letter forwarded to me by Thalamus from the left-handed Jimmy Straaburg of Future Factory (Sweden) no less. In fact I'm left-handed too (interesting fact number 42).

Following my trip to the local scalp hacker, I popped into Boots and Smiths but there was nothing much to capture the imagination – of course the shelves will be groaning under the weight of the Christmas releases in a little while, since such a big proportion of annual sales happen at this time.



▲ Yes, it's *Citadel* – and it's the right way up this time, too!



Friday 30th September

Well, all the debugging is now complete, and the traps appear and disappear at the screen edges as you move around the city – it's really starting to come to life. As I expected, there are difficulties where the sprites disappear at the top of the screen, since at the moment they can either move 'over' the score bar (eg. *Morpheus*) or suddenly 'blink' out before they get to it (*Hades Nebula*).

Saturday 1st October

A day of refinement (on the program, not my lifestyle!). After designing a new sound effect for the city itself to add more atmosphere, and a neater bullet character, it seemed about time to write the sprite animation routine so my inhabitants can stretch their legs (or wave their antennae as the case may be!). Again it is the fastest routine which counts, and one which also anticipates ways to save memory in the animation movement tables.

When finished and installed into the game itself, another useful by-product was revealed – since objects can appear anywhere and then start animating, all of the onscreen sprites tend to end up moving 'out of sync', adding even more life (and certainly a lot more colour) to the screen!

Sunday 2nd October

It's time to return to genetics – the city needs more varieties of inhabitants. Approaching the sprite design from a different point of view, I ended up producing a shaded sphere according to basic artistic principles. It looked a bit crude, simply because with only black, mid grey and white you simply cannot produce smooth colour fading. Then by designing features onto the surface of the sphere where the colour transitions occured, all of the 'glitches' disappeared, leaving me with a realistic metal sphere. I was well chuffed with the final result! A few more basic designs reared their ugly heads later (the designs were attractive but the creatures ugly!).

Monday 3rd October

Main job of the day is to slightly revise the design for the trapdoor opening graphics – my little spheroid all but disappeared when he appeared in the game over the pure black gaping chasm of an open trap. Whoops! Taking advantage of the opportunity, various other small improvements were made to the city graphics.

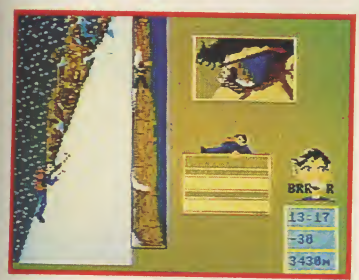
Incidentally, according to my dictionary, *Citadel* does not use bas-relief graphics, since these are defined as 'low relief . . . in which figures project less than one half of their true proportions from the background'. The classic proponent of the 'embossed slab' look on the 64 must be Andrew Braybrook (and his creations have a beautifully clean sunlit look – there's crawling for you!), but I'm going for a more 'solid' look, more in keeping with my original need for a dark, oppressive feel to the cities (the first diary instalment described this as the *Blade Runner* look – perhaps this should now be updated to Cyberpunk!). And with that thought I had better prepare the screen shot file for this instalment, hopefully now printed nearby (the logo should be at the top!).

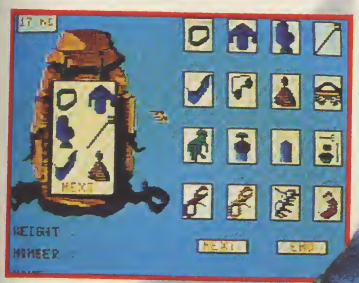


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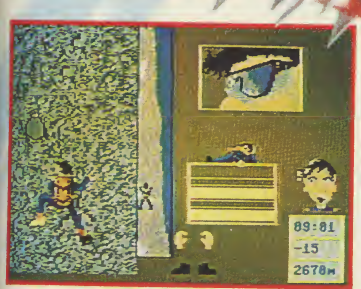
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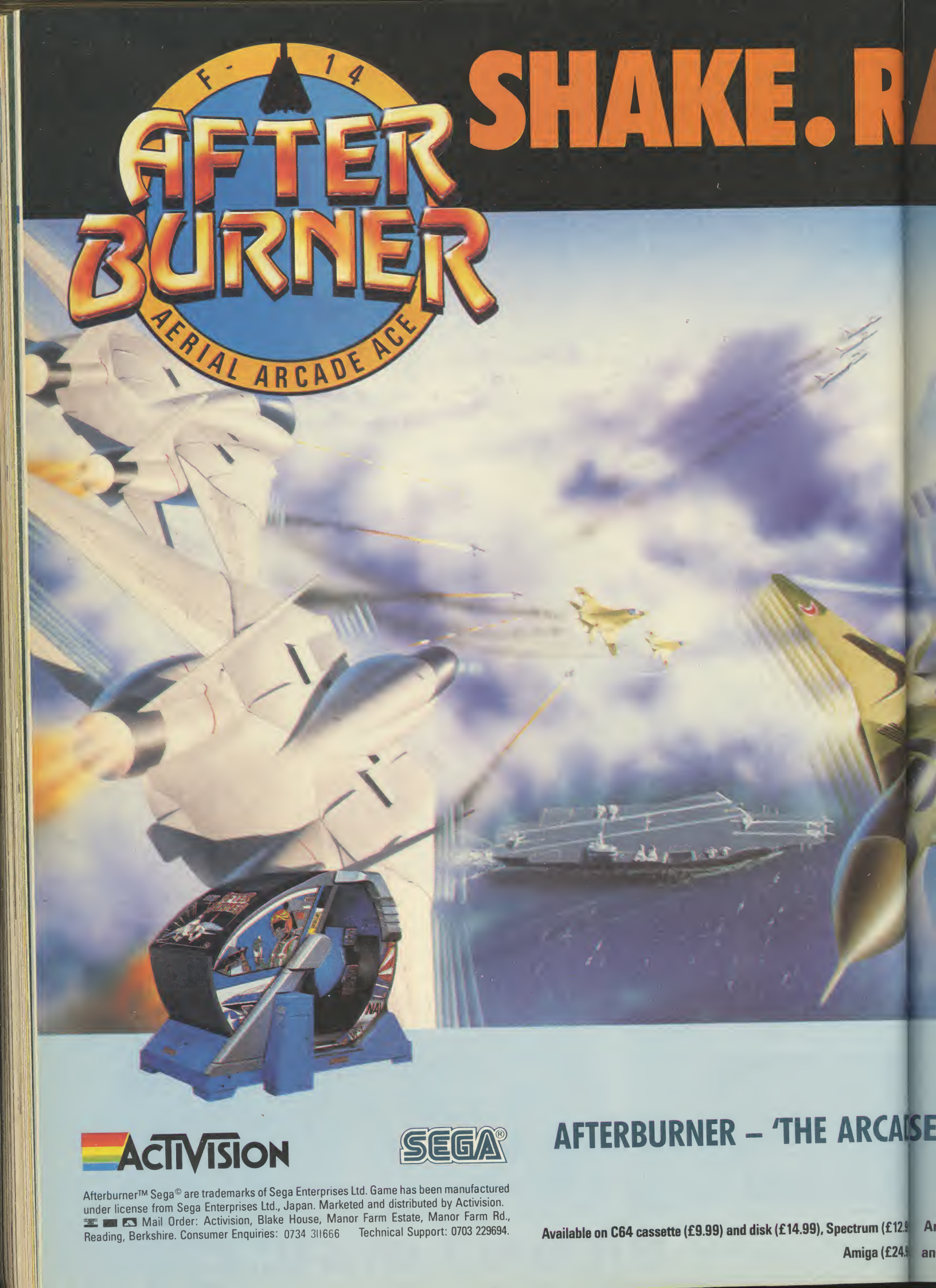
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RATTLE. ROLL IT..



Amiga screen shots shown

ST screen shots shown

DENSATION OF THE YEAR'

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Experience brain-numbing **G-forces;** bones **rattling** with the body-jarring **pitch** and yaw . . . **scan** with your **radar, lock on** your target and **FIRE!**



NEBULUS

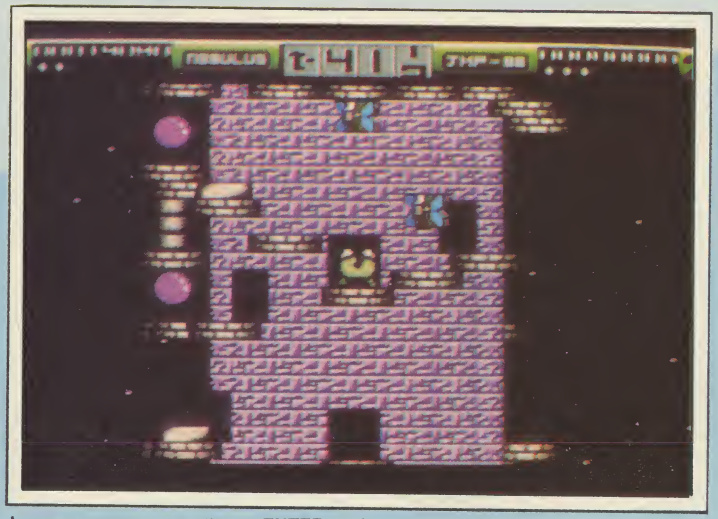


Hewson, £19.99 disk

●Shoot balls and climb and not a banana in sight!

Pogo is a demolition worker. He doesn't wear a hard yellow hat, but he does drive a JCB submarine and leap around a lot. The reason for this is that he lives on the planet *Nebulus*, a planet with loads of water, so if he didn't drive a submarine he'd get a bit wet.

Now, some naughty so-and-so has been building big towers in the sea, for no particular reason a-*tall*! These towers are a bit of an eyesore to tell the truth, not to mention the distress they cause the fish. Someone must be found to destroy the towers and return the seas of Nebulus to normal. With no consideration for personal danger and hardship, the head of Destructo Inc (Pogo's boss) volunteers . . . Pogo.



▲ **Wouldn't you just like to ENTER that huge, PULSATING TIP to reach the END of the SHAFT?**





Hnngghhh! Hnnnnghh! This is driving me crazy! Nebulus' frighteningly addictive platforming puzzles stopped work, not only in the ZZAP! office, but also in the nether regions of the Art department! I had expected some improvements over the 64 version, but a whole alternate set of towers was a bit of a surprise. John Phillips has really taken a lot of care over the game graphics which feature loads of lavish touches, such as the rippling waves and reflections in the water, and the ability to see through the holes in the towers. The tower designs are utterly heartless, allowing you to get really close to the top of the tower with only a few seconds left, thinking 'I'm going to make it! After 90 attempts at this tower, I'm going to make it!' And then you're stranded on an isolated platform with nowhere to go and one of those spinning bas . . . – er, *things* – appears and knocks you halfway down the tower. HNNNGGHH!!

Having been dragged out of bed, Pogo stumble into his sub and chugs off to the towers.

This is the point where you take the part of Pogo in the Amiga version of *Nebulus*. To destroy the towers you must shut down the supporting field located at the top of the tower by climbing up via a series of platforms. Now the nasty

▼ **Bouncing balls, fatal falls, curving walls and dirty smalls**





Well, this is just about the best conversion I've seen from an 8-bit to an Amiga! None of the gameplay been lost – the towers are just as hard – and this time there are twice as many! In fact, if you thought the 64 version was tough, just try mission 2 on the Amiga – aaaargh! In fact, I'll say it again in case you missed the point – aaaaaaaargh!! The graphics are just about spot on, even if the rotation does slow everso slightly when there are quite a few balls bouncing around, and even though the sound FX are sparse, they're still pretty neat. The action grabs you right from the start and doesn't let go: not a game to play when you're trying to finish a mega Christmas issue. Just one more thing: miss this and you're missing one of the most original and addictive games on the Amiga!

fiend that constructed the towers wanted to make sure that they were left well alone, so he rigged them with traps and guards, to try and make you fall off into the water (glug) thus losing one of your three lives.

If you do manage to complete the level (by reaching the top of the tower), Pogo is so pleased that he plays a little tune on his portable Casio keyboard – but he's no musician so he hits a couple of bum notes!

Next comes the bonus level which consists of a horizontally scrolling section in which you must catch fish be shooting bubbles at them and then collecting them for bonus point. After that we have (gasp!) the next – harder – level! Da-DAAAAA! But if you're so hard that you can complete all the towers easily then why not try MISSION TWO! (*Oh, no! Not mission two! Anything but mission two!*) Ha-ha-ha . . .





▼ Catch some fish for a bonus, Pogo!

▲ Oooh, don't you just love that rippling water effect? What d'you mean you can't see it from this screenshot? Oh well, you'll just have to take our word for it

◀ Quick Pogo! Run to the other side of the tower before those aliens get you!



I was a great fan of the 64 version of Nebulus, so I was *really* looking forward to seeing the Amiga version. I must say I'm not at all disappointed. It's brilliant! Some of the graphical touches, such as the reflections in the water are simply stunning, and the rotational effect is every bit as good as the 8-bit version. Sound is also used to good effect, with some wonderful plinky-plonk tunes and spot effects, although I don't know why they've used the sound of Herman Munster coughing! Now there's something I haven't mentioned . . . ah, yes! The gameplay! Well, in a word it's absolutely fantastic (that's two – Ed). Okay, shut up, shut up! The action is frenetic to say the least, panic often setting in when a monster or robot bears down on you from the other side of the tower! Well, I think I've told you enough about it, I'm going for another go!



PRESENTATION 76%
Two missions and a one or two player option, but not much else.

GRAPHICS 90%
Excellent touches throughout portrayed by brilliantly defined and animated sprites.

SOUND 80%
Pleasant tunes and jaunty effects suit the action well.

HOOKABILITY 91%
The 'cute' appeal causes instant addiction.

LASTABILITY 95%
Like Superglue in the underwear – sticks you to the seat! HAHAHAHAHA! ((c)1988 Bad Jokes Inc.)

OVERALL 97%
An excellent 16-bit conversion of a classic 8-bit masterpiece.

●Save the world from Nazi domination in Cinemaware's Saturday morning serial simulator

ROCKET RANGER

Mirrorsoft, £29.99 disk

The story so far . . . It's 1941 and Adolf Hitler is pushing the boundaries of his Third Reich, not just across Europe, but all over the world. His powerful forces run rough-shod over all opposition, but there is one man who may be able to put a stop to his land reclamation – the flier with a difference, the one they call . . . *Rocket Ranger* (um, that's you, of course).

Rocky owes his power of flight to a back-mounted rocket pack which runs on the mystery mineral Lunarium, a rare substance which yields enormous power if handled correctly but staggeringly dangerous if used for nefarious (whassat? – Ed) purposes.

The Nazis, a nefarious (Oy! Paul! Stop using that word) bunch if ever there was one, are planning to subjugate the free peoples of the world by dropping Lunarium bombs on them with the effect of reducing the IQ of all males by 30%! Led by the evil Colonel Leermeister, SS scientists have somehow built a base on the moon where chain gangs of women mine the mineral, for a fleet of Lunarium powered rockets to ferry it back to Earth.

Working from your base at Fort Dix, USA, it's your job to prevent the Nazi Meisterplan by finding the five Nazi rocket factories, putting together your own rocket from stolen parts, and then collecting enough Lunarium to get to the enemy moonbase and finally destroy it.

First on Leermeister's list of dirty deeds is the kidnap of one of America's leading brains, Professor Barnstorff, to increase the efficiency of the Lunarium mining process. It's up to Rocket Ranger to rescue the professor and his voluptuous daughter from the escaping Zeppelin before he can be put to work, and before she can be made into a mindless zombie by the Nazis' brain washing machine (Just a light rinse, please).

Using his radium gun, Rocky must shoot down the aerial torpedoes being fired at him from the airship's gondola and take out the gunner, aiming carefully so that he



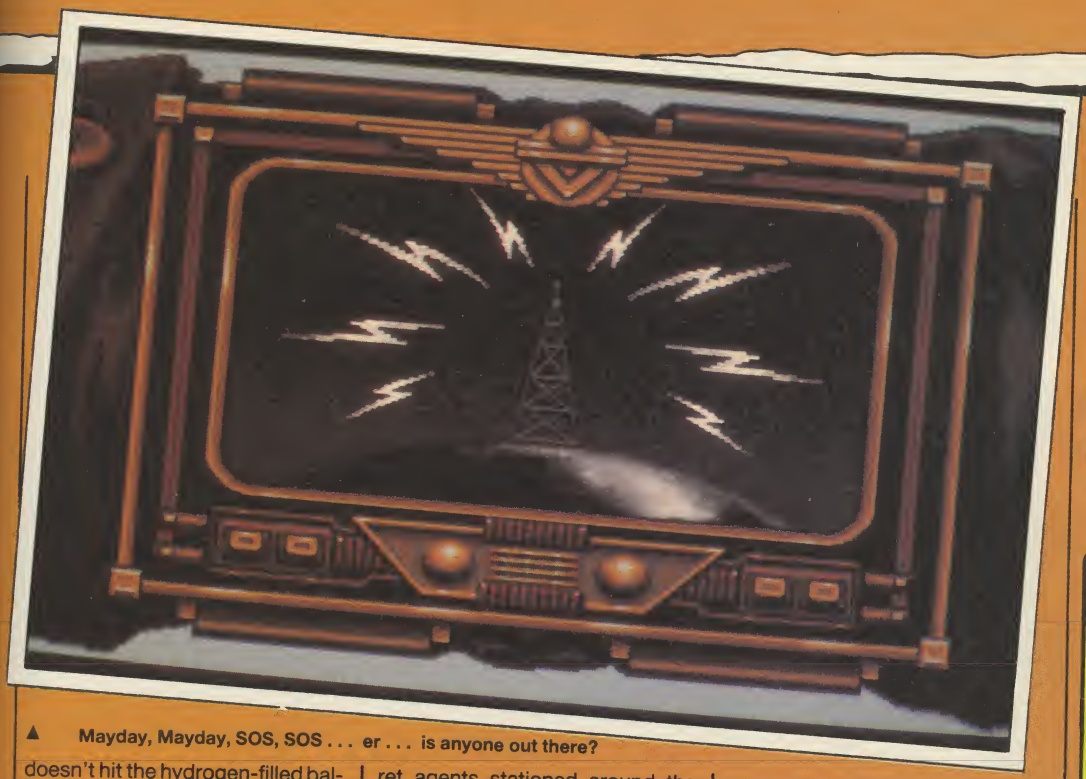
▲ Oh he flies through the air with the greatest of ease, wearing his goggles and bending his knees



Previously, the only Cinemaware game to *really* catch my imagination was Defender of the Crown, **but** Rocket Ranger **knocks that game for six in every respect. The graphics are quite excellent and the atmosphere of the old black and white serials is captured perfectly in the low-tech rocket man, the other characters and the scenery. Sound, too is used well, comprising suitably melodramatic music and some remarkably high quality speech in the conversation sequence. All these would keep my interest level high on their own (I'm such a simple soul), but there is so much variety in the game that I could barely cope with real life at the same time. Beat 'em ups, 3D shoot 'em ups and adventuring all in the same package! Incredible. I'm a drooling wreck. Save every penny you can get your hands on and acquire** Rocket Ranger. **Burble . . .**



I'm a sucker for all the old chapter plays like Flash Gordon **and** King of the Rocket Men. **I like little better than to sit in front of the telly on a cold winter's evening with a cup of tea and a biscuit watching Commander Cody narrowly escaping from doom for the third week running. Now I can take part in the adventures myself thanks to Mirrorsoft. I think it's safe enough to say that** Rocket Ranger **is by far the best Cinemaware release to date. The graphics and sound are incredibly atmospheric, with lifelike characters, colourful backdrops and stunning sampled speech. I could easily lose myself in a game for hours on end, that is if I didn't have to write this review. I know, stuff the review, I'm off to play the game . . .**



▲ Mayday, Mayday, SOS, SOS . . . er . . . is anyone out there?

doesn't hit the hydrogen-filled balloon. Once on board you have to convince the prisoners that Rocky's on their side – via a multiple choice conversation system. If you fail, the professor forces Rocky out of the Zeppelin at gunpoint, and proceeds to steer the airship in the direction of Germany.

With the professor lost, Rocky must consult a network of five secret agents stationed around the world. The spy of your choice can be moved to any country and ordered either to infiltrate and report on enemy activities, or if a base or factory is discovered, they can be told to organise a resistance movement.

Agents may call for your help when attacking an installation, in which case, you have to fill up with Lunarium fuel and jet off to foreign parts, radium pistol at the ready. Shoot enemy snipers in jungle temples, gun down a whole squadron of Luftwaffe fighters or just punch a guard's teeth out and you can grab parts for your ship and slow down the Nazi war machine.

With the rocket built and tanked up with Lunarium fuel, it's time to take off for the moon base. Here, Leermeister's army of female zombie slaves abseil down their space-ropes taking laser pot-shots at Rocky while he tries to plug them with his radium pistol. Time, as always, is of the essence, and any slack shooting results in our hero succumbing to the mind-numbing effect of the Lunarium, sealing his fate and that of the free world . . .

Will he succeed? Tune in next week . . .







▲ Things are really hotting up down at the li'l old Reichstag



Being a bit of a 30s serial buff I've been looking forward to this since it was previewed many moons ago, and I'm happy to say that I'm not at all disappointed. Presentation throughout is supremely polished, with some excellent film-style graphic pieces, probably the best example of which is the shadow of Rocket Ranger falling on the map as progress between countries is plotted – really smart, and it all adds up to create a remarkable level of atmosphere! I was initially impressed with the game's use of sound just on the basis of the 'incidental music' but when I eventually got into the conversation with the professor and his daughter I was surprised to find the characters speaking to me! And I don't mean speech bubbles or even crackling samples or stilted robo-speech, but perfectly spoken words which make you feel you could almost be there. The equally classy presentation of the action sequences make them all very playable and the variety throughout means you'll be playing for a long time to come. If you can spare the cash you've got to try out what must be the best Cinemaware game to date!

PRESENTATION 97%
Superb cinematic opening sequences and loads of beautifully executed set pieces add to the game enormously.

GRAPHICS 93%
Highly polished and tremendously varied characters and scenery.

SOUND 92%
Loads of 'incidental music' and superb use of speech.

HOOKABILITY 92%
lots of variety in gameplay and a brilliant atmosphere have you hooked from the very start.

LASTABILITY 94%
A whole Amigaful of action to keep you happy for ages.

OVERALL 94%
Without doubt – and we'll say it again – the best Cinemaware game yet.

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There are you are, slap bang in the middle of the winter holidays slumped in front of your television set with your tongue hanging out, watching *That's My Dog*. 'Aargh!' you think. 'If only there was something more to life, than this. If only my days didn't keep going round in circles. If only my trousers weren't so short. If only I could be doing something really exciting, if only I was . . . if only I was on an . . . er . . . I know, on an ARMY ASSAULT COURSE. Yeah! that 's it. If I went on an army assault course everything would be really well-rad, ace and froody.

No chance of that ever happening though. Sigh!'

Suddenly the room starts spinning and there's a blinding purple flash. An enormously huge blubber-bellied ape-like creature nearer to Neanderthal man than *homo sapiens* flops into the room.

'Hi!', he shouts, 'I'm Gordo. Ever thought there was something more to life than *That's My Dog*? Wished that your days didn't keep going round in circles? Well, don't despair 'cos I have just the remedy. Courtesy of Encore, I'm offering you the chance to go on an Army Assault course.'

Before you've had a chance to say 'well, slap me down with a pike-perch' Gordo disappears in a powder puff – and a side of beef drops down from the sky. A message in green ink is written on the back:

'Those nice people at Encore, the guys who brought you such budget releases as *Frank Bruno's Boxing* and *Battle Ships* have gone ever so slightly . . . er . . . well (read this to yourself in a whisper) *mad*. Yup, a couple of drams of the Christmas spirit and they're under the table in silly hats offering to treat five winners and a friend (that's 10 – yes, TEN – YES, TEN!! – everso incredibly amazingly lucky people) to one entirely free and flabbergastingly exciting trip to an army assault course somewhere in England (well, near Litchfield to be exact). Not only do you get to fall off walls, jog over skimpy rope bridges and dive head first into swamps, you also get an Elite mug, an Elite T-shirt and copies of the eight Encore titles (including *Commando*, *Bomb Jack*, *Airwolf* and *Combat Lynx*) pressed into your muddy hand at the end of the day. Weyhey! As if that isn't already more than enough, 10 runners up also receive a copy of each of Encore's eight bouncy games.

All you have to do, is design some suitably seasonal packaging for any one of Encore's titles. Place this masterpiece of criminally Christmassy artwork into an envelope, along with your name and address, and send it to:

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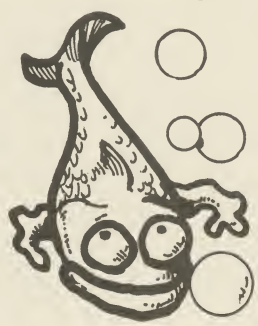
They've got to arrive by December 12 (Maff's birthday, just in case you didn't know by now) (shut up, Maff – Ed) or you won't win and your life will be just as Encore-free as it ever was. Now wouldn't that be a *shame*?





RESULTS with Ken the Fish

Did you know that us fish only have an 11-second memory? It's true. I mean, I could go on and on about how much I hate Maff, pigeons and processed fish food, and then the next minute I would have forgotten all about it! Anyway, welcome to this month's results page which is now hosted by me, Ken D Fish – I hope over the next few months you'll get to like me and my piscatorial habits. By the way, did you know that fish only have an 11-second memory? It's an interesting fact, and not one that many people know – but there you are: education isn't what it used to be, for fish and non-fish-kind alike. On with results which are now hosted by me, Ken D. Fish – let's settle down by this tacky plastic castle and get to know each other, let's exchange fishy fluids and bubbles on our trek through the wonderful undersea world of winners . . .



WHO STOLE THE FISH-LIKE PRESIDENT

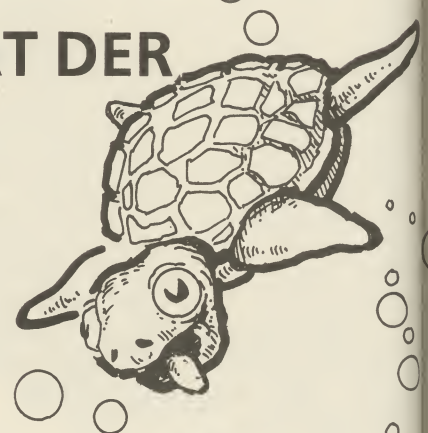
In announcing this competition, there was some un-fishlike behaviour from the ZZAP! team – they said it was a Microprose affair, when in fact the whole generous dace stew was organised by Cosmi. Oh well . . . if only they had a memory like mine. Anyway, the first five winners received a Sanyo personal stereo with three-band graphic-equaliser and a built in medium wave/FM radio, plus a £5 record token and a copy of *The President is Missing*. A big fin for:

Helen Emes, East Herrington, SUNDERLAND; Stuart Martin, Broadstairs, KENT; C McHugh, Worthing, West Sussex; M House, Leatherhead; Adi Drumbie, Peckham, LONDON.

Meanwhile five runners up weren't resting at the bottom of the pond: they each receive a copy of *The President Is Missing*.

Neal Todd, Warminster, WILTS; Michael Downer, Benfleet, ESSEX; Martin J Juhasz, Maidstone, KENT; W Tillotson, Bulford, Wilts; N Toothill, Skipton, N YORKSHIRE.

GIMME DAT DER CAMERA



Cameras are extremely useful items for a growing fish. Why, I won't tell you – you'll just have to take my word for it. Anyway, the winner of this whale of a competition received a Nikon F-401 Autofocus SLR camera with built in flashgun, motorwind, superfast autofocus system and a 50mm f1.8AF lens:

Alan Johnstone, Sunbury on Thames, MIDDLESEX.

10 pike-sized runners up received System 3 goodie bags (poster, badges, goldfish bowls, and the like):

James Townend, Cramlington, NORTHUMBERLAND; Sam Comley, Crewe, CHESHIRE; Brian Beesley, North Hykeham, LINCOLN; Philip Van Kappen, DOORN, Netherlands; Wai Pang, Swanley, KENT; Julian Neale, Sutton, SURREY; Paul Farndell, Enfield, MIDDX; Mark Hanson, South-Hylton, TYNE and WEAR; Wayne Prosper, Watford, HERTS; Rahal Joshi, Willesden, London.





POWERPLAY WITTY SCRIPT AND ZZAP! MEGASTAR COMP

It's a pity that this competition was organised before I arrived at the Towers, since they didn't know the meaning of the word 'Megastar' until I looked it up in a dictionary and told them the definition (MEGASTAR *(Meg-a-star) n.*: any fish by the name of Ken). Such is life for you land-walkers: destined, like the first prize winner below, to receive such prizes as a PYE colour portable TV worth £300:

Steve Cooper, Kent ME1 2JW.

You can read his script on these very pages. Meanwhile, the 2nd prize winner received a Ferguson 14'' colour TV and his name is

N Winchester, Berks RG4 9JR

As for the 3rd prize winners – well, no nights of extasy gorging on plankton for them: instead, they received a Sony 3'' B/W TV:

Cai Ross & James Godfrey, Gwynedd, N.Wales.

The next 5 Runners up were really left out when the ants' eggs were being sprinkled on the water tension. They each received a Cruiser Clear Joystick, which the ZZAP! team tell me is a particularly brilliant 'stick for the price – but then, what would they know – they haven't got gills!

Steven Ledsham, Cheshire WA7 6AA; David Stas, 3212 Lubbeek, Belgium; Edmund Ward, W. Midlands B93 8LD; Martin Brear, Kent CT12 4AW; Nathan King & Les Bretocks, Surrey SM6 0TL;

The next 5 were similarly treated, but this time to a *black* Cruiser joystick. We fish have no problems with colour like you earth-lubbers, y'know. Anyway, look up your name here, fish-eaters:

Ian Roberts, Southampton SO3 2SD; Chris Sharpe, E. Sussex TN22 2BA; Christopher Ray, Gwent NP1 0AY; Neil Ambrose, Lancs BL6 5TG; Simon Gowda, Swansea SA4 1XX.

This is where it got a bit silly. There were meant to be 10 winners of the final runners up prize of a Blue Cruiser joystick each, but only 6 more of you entered. Oh dear. Can't pick up a pen and scribble something down? Oh well, crawl back into the slime . . .

Steven Webster, Middlesbrough, Cleveland; Jason Wharton, Lancs WN8 6RA; Jordan Fulcher, Newcastle-upon-Tyne NE2 2UL; Atif Shamim, Sussex RH10 6AN; Paul Kearns, London E9 5LF; Philip Lund-Conlon, Beds MK43 7RH;

'. . . and now on BBC2, The Life of Shakespeare.'

Starring. . . .
Lloyd Mangram . . . *as William Shakespeare*
Mel Croucher. . . . *as The Agent*
Paul Glancey. . . . *as The Policeman*
Kati Hamza.*as The Girl*
and the voice of Maff Evans.*as Yorick's Skull (by permission of V.C.G)*

SHAKESPEARE: *(picks up skull)* Alas poor Yorick . . .
YORICK'S SKULL: Speak for Yourself *(YORICK lines unheard by cast)*
SHAKESPEARE: I knew him when he used to eat . . . *(looks to audience)* I knew his sister better . . .
YORICK'S SKULL: A body . . . A body, my kingdom for a body . . .

(SHAKESPEARE looks at skull and tosses it out of window. Skull screams . . . hits ground. FX: saucepan 'bong'.
SHAKESPEARE picks up lager can and speaks to imaginary gallery)

SHAKESPEARE: Poison . . . I see . . . hath been his timeless end . . . *(Takes drink, pulls sour face and throws can out of window)*

YORICK'S SKULL: OUCH!
SHAKESPEARE: *(picks up lute and sings)* Oh wella since my baby hath left me, I've found a new place to dwell . . . blimey I'm bored *(open new lager)* . . . I haven't written anything for *(looks at wristwatch)* ten minutes..

(ENTER Shakespeare's AGENT

AGENT: Hi ya Shakes my boy; written anything in the last ten minutes?
SHAKESPEARE: No, I'm done for, washed up.
AGENT: Don't take it to heart shakes.
SHAKESPEARE: *(looks at watch)* Eleven minutes and . . . wait . . . never in the face of human conflict was so much owed by so many to so few.
AGENT: *(puzzled)* What's that my boy? I didn't quite get the . . . er . . .

(Gorgeous GIRL wearing tiny nightdress crosses room to bedroom)

AGENT: *(to audience)* Anne Hathaway??
SHAKESPEARE: I've had an idea!! *(moves to follow girl)*
AGENT: Shakes, it's eleven and a half minutes since you've written anything!!
SHAKESPEARE: *(stops)* Erm . . . it was on a bridge at midnight, throwing snowballs at the moon, she said.

(Loud knock on door. SHAKESPEARE opens it to find POLICEMAN holding YORICK'S SKULL.)

POLICEMAN: 'ello
YORICK'S SKULL: 'ello
POLICEMAN: 'ello . . . is this *your* skull sir?
SHAKESPEARE: No, this is mine . . . *(hands to own head)*
AGENT: I like it, I like it – write it down, Shakes.
POLICEMAN: Mind where you throw your rubbish sir.
YORICK'S SKULL: RUBBISH!?!
SHAKESPEARE: Thank you officer. *(Policeman leaves – door closed).* Alas poor Yorick I knew him . . . *(walks to window)*er . . . well . . . *(tosses skull out of window. Skull scream as before).*
AGENT: Yes . . . he wasn't a bad act.
SHAKESPEARE: No . . . he was terrible.

(SHAKESPEARE turns on radio)

RADIO: and now today's football results . . .
(SHAKESPEARE grabs coupon and quill)

Burnley 2-2 Chelsea
Fulham 8-8 Leeds
Watford 13-13 Crewe
Dundee 27-27 Hearts

SHAKESPEARE: *(burbling with excitement)* One more . . . just one . . .
RADIO: Yorick Skulls 54-11 Macbeth!

(SHAKESPEARE slumps in anguish)

AGENT: It's fourteen minutes now Shakes!, how about a love story, boy meets girl, but their love can never be . . .

(GIRL enters, takes radio and returns to bedroom)

SHAKESPEARE: Look, I've got this idea that needs researching, I'll see you in the pub later. *(exit to bedroom)*

THE END

FOLLOW THAT CAMEL COMPETITION

Personally I hate camels: nasty, smelly creatures – and really ugly, too. Not like us fish. If you can find a cleaner, more handsome creature in fresh or salt water than a fish, you can have a year's supply of processed fish food with my compliments – but don't bother looking, 'cos it's a hopeless search.

In this competition, which has nothing to do with fish, Grandslam were offering the winner two tickets to Egypt for two days of visiting the pyramids, walking like an Egyptian and wearing silly hats. The overall winner was from **CRASH** (so we won't soil these pages by naming him here), but there were 25 runners up, who each received a copy of the game, *Power Pyramids* (bad luck, guys):

S Yates, Middlesex HA5 3XG; Marcus Taylor, Dorset BH16 5NG; Anna Thompson, Edinburgh EH9 1LZ; David Spillman, East Sussex BN1 6ND; Andreas Panopoulos, Athens, Greece; Andrew Hickie, Midlothian EH22 4SF; Steven Ledsham, Cheshire WA7 6AA; Paul Woodhouse, Victoria, Australia; Graham Taylor, Oxon OX8 7EW; Derek Newiss, Keighley, BD21 2RL; P G Cooper, Hampshire SO5 7AB; M A Powell, W. Glamorgan SA4 2RH; F J Thompson, Lancs FY8 1EH; Chris Sharpe, E. Sussex TN22 2BA; D Sherwood, London E16 4DF; Simon Pople, Bucks HP6 6NG; Edward Newiss, W. Yorks BD21 2RL; Mrs S Margerison, Essex CO13 0LQ; Russell J Smith, Hampshire GU13 9AS; Riccardo Emanuelle, Newcastle-upon-Tyne, NE7 7LL; Daniel Newiss, W. Yorks BD21 2RL; Nik Yarker, Leicester LE8 3BD; Paul Matthews, Herts SG1 5RP; Garry Barrett, Staffs DE13 0XU; R Gardner, London SW6 6AE

N-N-NINETEEN WATER CANNON COMP

All the way back in Issue 41, which is as near to Summer as you can get, those fish-loving folk at Cascade were offering several codly prizes to coincide with their fish-free army training game. The winner was to receive a genuine Avirex US Army jacket worth £150, as well as a 'brilliant' (if I remember rightly) motorised water mega-pistol, a set of authentic dog-tags and a copy of *19 Part one - Boot Camp*. And the lucky winning sonofafish is . . .

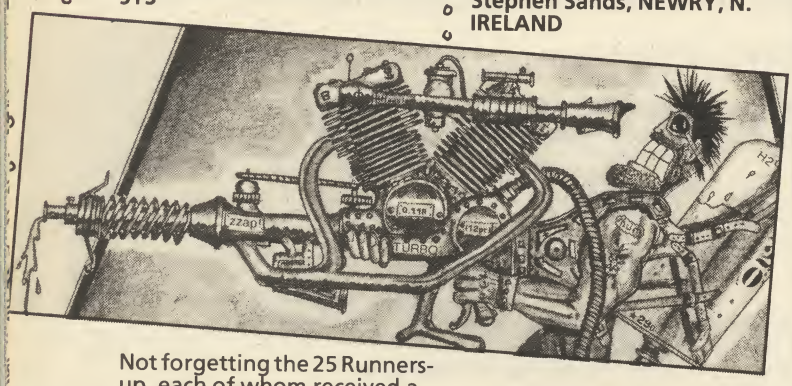
Marti Smith, DUDLEY, WV14 9TS

The second prize winner received their own water-weapon (if you sea what I mean – gloop, gloop), a set of dog-tags, a Cascade T-Shirt and a copy of the game. And he is . . .

Thomas McCreery, CUMBERNAULD, G67 4JE

The third prize winner in this comp for trout-ticklers everywhere was the water gun, a set of dog-tags and the game. A big hand if you will for . . .

Stephen Sands, NEWRY, N. IRELAND



Not forgetting the 25 Runners-up, each of whom received a copy of the game:

Stephen Chester, East Sussex, BN25 4BZ; Neil Cloke, Kent, TN23 2UH; Victoria Barnett, Southampton, SO1 2QN; Paul Rees, Middlesbrough, TS7 8SE; Richard Eaton, Plymouth, Devon; Richard McDougall, York YO6 3TA; A Stephens, Suffolk IP10 0UZ; Jeffrey Huthwaite, Norwich, NR4 6JE; Sam Trafford, Scarboro; N. Yorks; David Briscoe, Cheshire CW6 0EG; Craig Darrock, Shropshire TF7 5PJ; Bill Cole, Middlesex EN3 6QN; Andrew Conn, Bangor BT20 3RS; Mark 'PHSSTHPOK' Stevens, Oxford OX4 3PB; Lee Crawley, S. Yorks S71 2AD; Michael Nicolson, Birmingham B18 5PL; J Upright, Beds LU6 2AL; Karim Bouali, London SW17 8LD; Albert Ingham, Cheshire SK15 1EL; Matthew Trickett, Sheffield S18 5QS; R Simon, London E13 9JA; R D Bowe, Kent TN14 5QP; Gary Hamilton, CO. Antrim BT37 0JH; Robert Mellor, W. Yorks HD7 4NN; Stephen Buggy, Co. Cork, Ireland.

LINEKER, LINEKER, GOOOOALL!

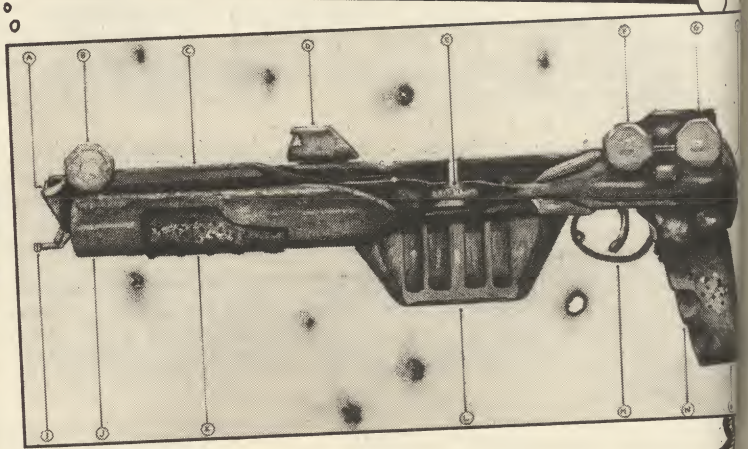


Fish don't play football much – apart from a few famous exceptions (Kenny Salmonson, Billy The Fish, Ray of the Rovers, Peter Shoalton, Ruud Mullet, Diego Maratuna and Ian St John Dory). Anyway, that's got nuffin' to do with this fabbo competition organised by Gremlin: the first six winners received the football kit of their choice plus a pair of tickets for the next England match at Wembley, and the first two winners received the above plus an autographed football.

Malcolm Colligan, Gateshead, Tyne and Wear; Matthew Harfitt, Hanham, BRISTOL; Chris Cooper, Maidstone, KENT; Matthew Smith, Warrington, CHESHIRE; Laurence Taylor, Tredegar, GWENT; Alexis Cane, Marlow, BUCKS.

The top 50 entries received a copy of the football fitness game (including 6 winners)

Christopher Trouard, Upshire, WALTHAM ABBEY; S Lee, Guildford, SURREY; K Osborn, Sutton, SURREY; Colin Donoghue, Cork, EIRE; Steven Fogwell, Darlington, Co; DURHAM; James Bunting, Bakewell, DERBYS; Simon Gregory, Birkenhead, MERSEYSIDE; Jamie Beer, Esher, SURREY; Jamie Slack, Killmarsh, Nr SHEFFIELD; Barry Whitelaw, Whitley Bay, TYNE and WEAR; Michael Birt, Swindon, WILTS; Gavin Foulstone, Killamarsh, Nr SHEFFIELD; Adrian Shaw, Killamarsh, Nr SHEFFIELD; Jonathon Gill, Marlow, BUCKS; Jonathan Flanagan, Eastbourne, EAST SUSSEX; A Fagon Jnr, Slough, BERKS; Nigel Underwood, Reading, Berks; David Squires, Swindon, WILTS; W Tillotson, Bulford, WILTS; Dean Thomas, Machynlleth, POWYS; Andrew Blackmore, Broadfields, Exeter; Adrian Jones, Tavistock, DEVON; Manraj Khush, Hornchurch, Essex; Anthony Jolley, Edmonton N9, LONDON; Shaif Ahmed, Edgware, MIDDX; Mark Barrett, Cirencester, GLOUS; Richard Walker, Sedgley, WEST MIDLANDS; Niall Murphy, Belfast, Co Antrim; Stuart Murphy, Chelmsford, ESSEX; J Biddle, Leiston, SUFFOLK; Ketan Sedani, Luton, BEDS; David Brown, Waltham, SOUTH HUMBERSIDE; Nigel Sefton, Louth, LINCOLNSHIRE; Neil Pearce, Bishop's Stortford, HERTS; Steven Williams, Spenser Grove, LONDON; K Bovali, Tooting, LONDON; Andy Clark, Reading, BERKS; D I Roden, SELKIRK; Andrew Marriott, Stoke-on-Trent, STAFFS; Justin Robinson, Preston, LANCS; Paul Banoob, Darlington, Co Durham; Seven Fogwell, Darlington, Co Durham; David Clark, Grimsby, S HUMBERSIDE; Julian Stokes, Sutton Coldfield, WEST MIDLANDS.



And that's about it, really. OK, so I haven't really told you about the internal mechanisms of the fish physiology, nor about piscine politics – but maybe there'll be more about those and other fishy topics in future editions of this, my results page. Meanwhile, if you have any problems about fish-food, plankton, dirty tanks, polluted water, gill trouble or about ZZAP! Competitions, send your queries to Ken the Fish, c/o VIV VICKRESS, ZZAP!, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB and I'll try to set the record straight.

See you next month. Gloop gloop!

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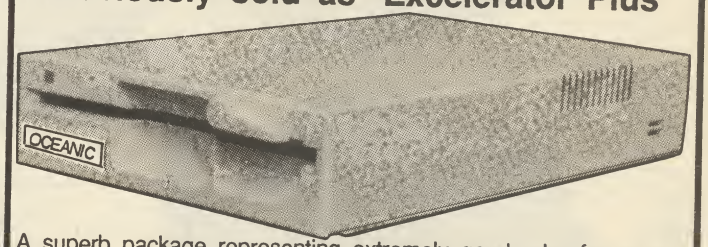
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WARGAMES

With Philippa Irving



PANZER STRIKE

SSI, £19.99 disk (64)



This is, without question, a game which is unlikely to appeal to players who do not have a military hardware fetish. Or, to be fairer, anyone with an interest in the mechanised warfare of the Second World War will find that *Panzer Strike* caters for that interest in a scientifically and historically exact way. Players who prefer planning campaigns on a larger scale, and whose imagination is kindled by the idea of rearranging history wholesale, are likely to be stunned by the huge quantities of technical detail reproduced in this simulation. It's a typical SSI tactical-level game, only more so than usual!

In this case, tactical-level means that the battles that *Panzer Strike* recreates are fought with units representing single tanks and small squads of men, on a map showing individual buildings, craters and trees. The game progresses in turns covering one minute of 'game time', and as the maximum number of turns in a single battle is 60, none of the encounters lasts for more than an hour. The variety of places and situations offered is admirable. There are three fronts or 'theatres' available - east, west and Africa - each occupying a disk side, and giving the player the opportunity to play preset scenarios or customised games. An exhaustive assortment of offensive vehicles appropriate to the time and the place is provided; the dozens of different tanks in the game are listed with their vital statistics in a substantial booklet seperate from the main instruction manual.

The computer can play either Axis or Allied, or both or neither. There is an option to play with or without the 'limited command' rules, which simulate the fact that subsidiary units are not always in radio contact with their headquarters and in a position to receive orders. There is a simple handicap level adjustment and a message delay length to decide, before play starts.

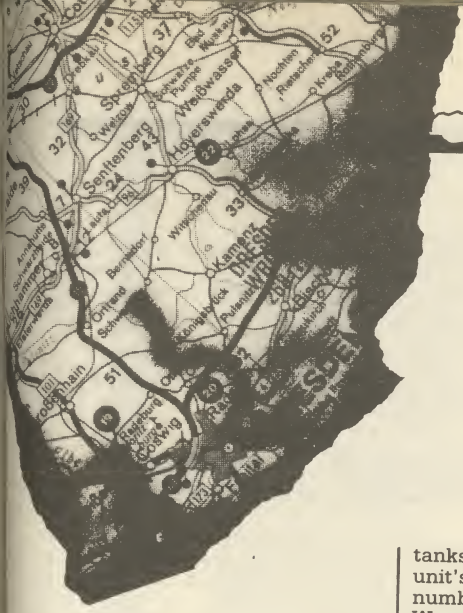
The screen map is clear-cut and uncluttered, though minimalistic. It is not immediately obvious from its appearance that the game provides an unusually large variety of terrain types, including unexpected territory like wheat, olive trees and vegetation fire amongst the more common forests and roads, which affect movement and may or may not provide cover. This is summarised concisely in the Briefing Manual, but the player just has to use his imagination when trying to decide what on-screen graphic represents what type of vegetation. Clear ground is patterned in dots, to make it easier to see how many grid squares it covers; this is a useful touch, as the range of weapons is measured in these squares and is vitally important when deciding on tactics.

Infantry units look like sealed envelopes (I have a suspicion that certain game designers consider this mysterious symbolism more sophisticated and serious than small drawings of soldiers with guns) and the tanks rather like door handles. Visually it is all very functional and businesslike.

The map can be viewed at the normal tactical level, showing a 20 by 10 square portion of the playing area, or at strategic level, which on most scenarios shows the whole map is useful for getting an overall picture of how the battle is progressing.

The gameplay is very simply arranged into two phases, orders and combat. The player spends as much time as he likes giving his units movement and firing orders, then watches passively as the orders are carried out in the combat phase. An unusual feature in the automatic running-on of combat phases: unless the player actively intervenes with a keypress at some point in the combat, the computer will run through the scenario's allotted number of phases without interruption.

Orders are given via a menu, crammed onto the bottom of the screen and fully explained in one of the manual's numerous charts. The map can be explored with a cursor, and the objective of the current scenario is always



available for examination; the type of mission affects what the player gets victory points for, so that battles which end in apparent defeat can actually be judged quite successful in the circumstances.

Units are either vehicles or small squads of infantry, and they are all arranged into platoons. The units are identified alphanumerically in the game, so it is always clear which of them belong together and which of them serves as headquarters, the top of the chain of command; all units in the same platoon are referred to by the same letter, and the headquarters is number zero. Ultimately, all units on screen report to unit AO. The chain of command only becomes important, however, when the player has chosen to operate within the confines of the limited command rules. Without this option, all units are equally manipulable and the platoon system is merely a convenient way of ordering group movement.

Units have their own menu, which replaces the map menu when they are selected for attention. One of the most important options is the 'weapons' page, a screenful of information which gives details about the guns and armour of tanks, the state of morale, the unit's maximum speed and the number of men in attendance. Weapons are lovingly described in terms of their ammunition, size of shell, shell penetration value, accuracy, maximum range and infantry attack value, and tanks nearly always have more than one gun in their armoury. As far as I know, these statistics, and the differences between the various models of tanks, are historically accurate; the Briefing Manual often includes a short note about any feature of interest along with this alphanumerically bleak profile. As I've already said, technofreaks will delight in poring over all this detail. It is reasonably easy for more simple-minded strategists to gloss over it in search of a good game, but not without a sneaking sense of missing something.

A formidable selection of orders can be given to units from the unit order menu, though the basic options are the usual 'fire' or 'move'. Units will automatically take pot-shots at anything that comes within a specified range, up to the maximum extent of their weapons' capacity, and they calculate their own target. It is possible to check on what enemy unit a friendly unit has targetted, but not to alter it. The player's role in the attack is merely to arrange the most suitable forces in a position appropriate to the object, and to order the units to restrict their fire to the desired range. It is possible to specify movement exactly, so working out which units will attack what is not too difficult.

With a mathematical mind it is also possible to predict the probable outcome of the attack, for the complex combat rules - which are modified by every conceivable factor - are fully explained in the 'formulas' section of the rulebook. Studying the formulas gives the player the best chance of attacking and defending successfully, for he can work out the precise advantage of positioning a certain kind of tank in soft cover, or ordering a unit to make a 'cautious' rather than a 'full' advance in conditions of poor visibility.

The combat phase itself takes place in three 'pulses', which serve to subdivide the fictional minute and sort out the units which fire first from those which are burdened by what the game mysteriously calls an 'administrative' delay. (It conjours up visions of officers filling in forms in triplicate before allowing their men to fire). While the computer makes its calculations it treats the player to a virtuoso display of random numbers, just to prove it hasn't frozen. When a unit fires, the screen scrolls to its target and the player is informed of the type of fire - mortar bombardment, rifle fire, or the classification number of the tank gun involved - its accuracy on this occasion, and, if the target is hit, the result. Most of the time, nothing happens; the accuracy rating of much of the firing is low. Attacking armoured vehicles with rifle fire is predictably pointless, for even if the tank is hit the bullets merely bounce off. When a tank is successfully attacked the location of the damage is specified, although it is possible for a unit to be completely destroyed by a lucky first hit. Infantry units suffer loss of men.

One defect of the combat phase is the fact that the attacking unit is not identified. Another is that it tends to be slow. There is an option to speed up or slow down the message display, but this is not a practical solution to the problem; speeding up the displays to the point where they become unreadable, or at least uncomfortable to keep up with, is a bad idea. It is the sheer number of messages which can cause the phase to drag, and most of these report on attacks which were unsuccessful. There is much sound and fury signifying nothing. It is also rather too easy to forget to press the 'O' key, and find oneself launched into another combat phase without a pause to give orders or assess the situation.

A full 60-turn game, taking advantage of every orders phase, lasts for a very long time and gives the player the chance to get lost in the detailed delights of small unit strategy. I would reiterate that this is certainly a game which will only be fully appreciated by those with a specific interest in tanks and their historical use and construction, and though it does provide an acceptable small-unit battle-scale strategy game, the average wargamer is liable to be daunted by the sheer mass of technological data. But it is hard to imagine a more comprehensive small unit simulation, and anyone who is interested in the subject would find it a thoroughly worthwhile purchase.



PRESENTATION 85%
The usual substantial SSI packaging, professionally superb rulebooks and faintly naff screen presentation.

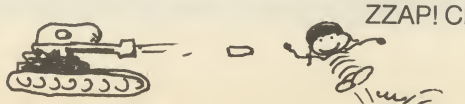
GRAPHICS 61%
Functional and representational, but little care has been taken to make them look attractive.

RULES 91%
Exhaustive, with well-written and thorough descriptions of the game procedures and seemingly endless tables of statistics.

AUTHENTICITY 95%
Impeccable, as far as I'm aware!

PLAYABILITY 72%
The complexity of the rules hinders playability slightly - this is not a 'pick up your joystick and walk' game.

OVERALL 78%
Excellent for those with an interest in small-unit mechanised warfare.



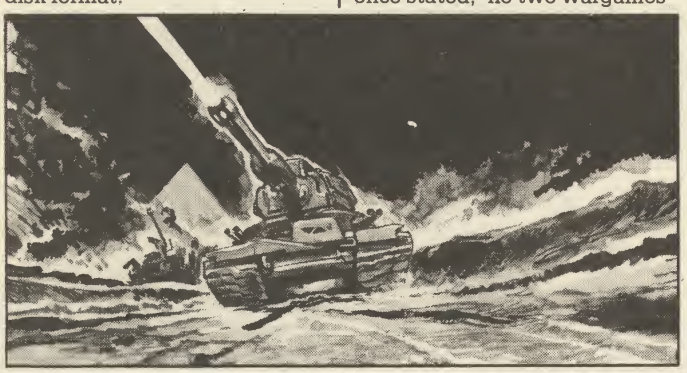


DESPATCHES

THE RIGHT STUFF

Dear Philippa,
I have been an avid wargamer for many years now, having been introduced to this hobby after buying both *Johnny Reb* and *Special Operations*. Since these early basic programmes, like every other type of computer game, the new releases have increased greatly in both quality and gameplay.

Over the years, I have seen many good strategy games, but they are quite expensive and sometimes only available on disk format.



The 'Trans-Atlantic Simulations' were a very good buy but, although more were released, I only saw three such games – even the new PSS Classics seem very few and far between. My brother (who is a 'Clever Contact' in this magazine) has bought most of his adventures because they were released as budget titles. The only strategy budget games I have seen are Mastertronic *Invasion* and *D-Day*. The latter, however, has not yet been released for the Commodore 64.

As you can see there are very few good strategy games at low prices, and many software companies ignore them altogether. This 'prejudice' towards wargames is even shown in some magazines (excluding ZZAP!) who do not believe that there are enough wargamers to make such a column worthwhile.

All this seems quite unfair, because wargames are just as popular as many other types of game. Okay, so what if everything moving is not zapped within a few seconds, dealing with military problems like supplies, moral and reinforcements exercises the brain more than wrestling with a joystick all day. Many arcade players just play to beat a high score anyway, and this spoils some of the enjoyment. The very slowness of many wargamers means just one game lasts days and as there are usually several different campaigns in the game, long lasting appeal is ensured.

As a wargamer cousin of mine once stated, 'no two wargames are ever the same'. This is in fact true, as clever computerised opponents will constantly change their tactics, meaning a player will have to do so also. I believe that many people dare not attempt to play wargames because they fear they are not made of the 'right stuff', and believe the set challenge is too tough to complete.

If any of these people are reading this letter, I will give the following advice:

1. Never criticise a game before you try it - you may be pleasantly surprised!
2. If you enjoy one wargame, you will be hooked and try to find another to play.
3. Many wargames have so many features that it takes years for all to be used and found out.
4. Unlike other games, wargames cannot be given cheats, pokes or entire solutions – as much is given to chance and the player's ability, only strategy hints can be offered to help the wargamer.

By the way, keep up the good work in ZZAP! 64. Other magazines, when they see the success of your section, may be encouraged to start one of their own. Let's hope so!

Stuart Neil Hardy, Sheffield.

It's a sad fact of life that there are few tape wargames available for the Commodore, and even fewer good ones! A disk drive is an essential purchase, but this is useless advice to the impoverished. The following letter brings up the same point.

PI

REBEL WITHOUT A DISK DRIVE

Dear Philippa,
I have recently bought a C64. On my old Spectrum I had a number of strategy games, my favourite being *Rebelstar Raiders*. My problem is that I do not know much about strategy games on the C64. I read in Issue 40 of ZZAP! that *Chaos* – which was one of my favourite games on the Speccy – is not available on the C64. But then you said *Sorceror Lord* is a fantasy strategy game. Could you please tell me who *Sorceror Lord* is by, and how I can obtain a cassette version of it?

In closing, could you tell me if *Rebelstar Raiders* is available for the C64. If not, could you tell me of a good strategy game on cassette which is similar to *Rebelstar* and how I can obtain it?

Ben Carless, Long Itchington

I'm afraid that, as far as I'm aware, Rebelstar Raiders *is not available for the Commodore. I would recommend* Sorceror Lord, *which is published by that admirable bastion of tape wargaming, PSS. They will be happy to send you a copy by mail order if you can't find one in your nearest computer shop.* Rebelstar *is a unique game with no known imitators, but you might like to try a fantasy fireballing game called* Arena *by a small company, Cult.*

PI



TACTICS

At last, a reader has contributed some tips of his own for this column. Russell Varley has some ideas about how to follow *Theatre Europe* through to a successful conclusion.

If you take the side of NATO, the best strategy is to stand firm in your own territory. Take the risk of using the two available nuclear strikes to eliminate the most powerful northern units of the Soviet army, and alternate the NATO units constantly, to keep the war even. US units can be drafted in to help those in the north if losses up there are great, while the Italian units should be moved across the Alps to give assistance to the southern units. Otherwise, it's just a matter of sitting tight for 30 days 'until the politicians sort it out'.

The best strategic weapon to use is the Assault Breaker. Chemical strikes should be avoided altogether and you should never exceed two nuclear attacks, or you risk provoking 'Fireplan First Kiss'.

When playing the USSR, amass your troops along the southern German border and use the two nuclear strikes to eliminate the US divisions. The way is then open for a full-scale invasion of South Germany; when you have occupied the south, fan northwards to France and Belgium. This should ensure victory.



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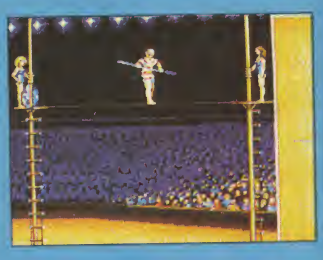
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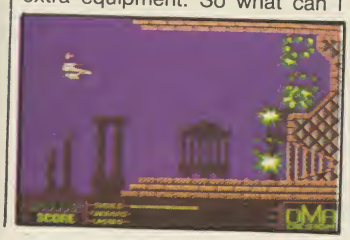
Destroy the planet Draconia? Me, li'l ol' PG? How'm I supposed to do that? Oh, yeah . . . Yeah, I see . . . The only way it can be done is if some, ah, brave – did you say 'brave'? – right, *brave* person gets into a tiny, quite staggeringly *small* one man fighter and blasts seven shades of sunlight out of anything that moves. And I'm supposed to do this with a 30kW pea-shooter laser, am I? Yep, I see.

Look, how many times do you want to check I was listening at the briefing? OK, OK – I'll go through the history lecture one more time. Draconia's an artificial planet built by the combined forces of six exiled dictators who populated it with all the most belligerent and slimy creatures in the galaxy. The planet is now being used as a base of operations for piracy and . . . er . . . all sorts of other illegal stuff. How's that?

Yeah, right, now can we talk about bumping up my armament to some, ooh, I dunno, a quad-kill particle howitzer? How about some thermium cluster bombs? Firelance homing missiles? No? So how am I supposed to get out alive? Matter convertors – what are they? Oh, I get it. I just destroy a formation of aliens, then blast away at the debris and it turns into extra equipment. So what can I pick up? Oh, thanks – a list. Lemme see – rapid-fire cannons, lasers, outriders, extra thrust, temporary force field and shield recharge . . .



▲ Dennis would have traded in Gnasher for a piece of hardware like this



Well, OK, that doesn't sound too bad, I suppose. How do I get to Draconia, then? In a WHAT? In the mouth of an Aldabran Space Slug?! Oh, just great! JUST GREAT!! And I suppose you'll be beside me all the way as usual, watching the scenery scroll sideways across your little monitors . . .



▲ Hurry up! Get yourself some ammunition, quick!



The various screenshots of Menace that are currently knocking around fair made my trousers yearn for the lavatory, but when I first saw the actual game I was a bit bored by it. Something about it must have stuck in my mind because I found myself coming back for another game time and again. It's a definite grower! The programmers have sensibly put the better graphics towards the end of the game, giving you something to aim for. Not to say that the graphics of the earlier levels aren't good, they're very good indeed, it's just that they get *better* towards the end! The music and sound effects are of a very high standard and complement the action very well, especially the speech telling you what you've picked up. Menace will appeal to all shoot 'em up fans and I daresay the odd casual blaster will enjoy it too. I've played it so much that I've decided to use it as my chosen game in the Inter-magazine challenge! High praise indeed . . .



Shoot 'em ups don't come looking much better than this – right from the superb opening graphics and bass guitar chords, you know you're in for a bit of classy blasting. Menace's graphics and sounds are indeed superb, but it has to be said that after several runs through the first few levels, the laser-show gameplay doesn't quite live up to the polish. Almost, but not quite. The problem is that, even on Expert level, when you're not allowed to touch the scenery, the fleet of fire-button-finger can make mincemeat out of wave after wave of aliens with not a lot of practice. From then on it's easy to keep the ship stocked up with lasers, cannon shells and even shields. The fact that there are only six levels and the availability of a restart option mean that you'll soon see pretty much all of the game, and then you'll only be coming back to the game to beat previous high scores. That's fine by me, but if you're after vast tracts of space to explore, you may be disappointed.



Yeah, so Maff wanted this in the Challenge, and then he goes and finishes second! Huh! I wanted him to choose StarRay myself, 'cos I'm dead good at that – but this is all beside the point. The main fault of Menace is that there just isn't enough of it – at £24.95 there should be more than just half a dozen levels, however beautifully they're designed (and believe me, some of the end-of-level aliens are *superb*). For a tenner or even fifteen quid, this would have been brilliant – as it is, try before you buy, because your money might not last that long.



PRESENTATION 83%
Excellent presentation graphics, two skill levels, a continue game feature and a good add-on selection system.

GRAPHICS 90%
Variety of gorgeous visuals and terrific end of level beasts.

SOUND 93%
Terrific ('triffic) rock soundtracks play throughout.

HOOKABILITY 90%
Brilliant graphics and addictive blasting grab you from the moment you pick up the joystick.

LASTABILITY 69%
Only six stages, which aren't too difficult even on the expert level. The game continue option doesn't leave much to the imagination.

OVERALL 79%
Nicely done, but a bit easy.

16-BIT





●Even more playable than the 64 version! Waaah!

CYBERNOID

Hewson, £19.99 disk

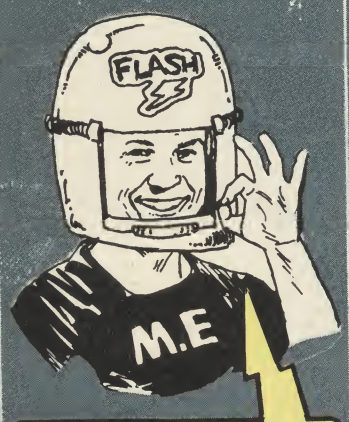
You are the kind of person that lives on the edge; living for danger, excitement and money. In fact as much money as possible. In other words, you're a mercenary, OK?

All is not well within the Federation at the current time. Now under normal circumstances this would not bother you in the slightest, but when you discover that the Federation are offering a great sum of money for a pilot to fly a special mission, how can you refuse?

Only after agreeing to the mission, you discover the nature of the troubles and your involvement in the affair. Pirates have invaded several Federation depots stealing precious jewels and supplies, setting off all the automatic defence systems in the process. You must jet off to the depots and shut down the defence systems, destroying pirates and collecting treasure as you go.

The depots defences are extremely efficient and could knock the nuts off a fly at ten yards away. Also, they're not averse to removing parts of mercenary pilots and will hurl all sorts of death at you. Luckily you have the power to fight back. You are flying *Cybernoid* – the ultimate fighting machine!

Readily at your disposal you have lasers (standard guns), bombs (single-shot, can be launched upwards or downwards), mines (hang in the air and destroy pirates that touch them), bouncing bombs (a set of four



I'm afraid to say that I didn't agree with the original ZZAP! review of the 64 Cybernoid, because it was just too difficult to be playable. Now Hewson have released the Amiga version and not only are the sound and graphics better, the gameplay has been much improved. It's actually possible to complete! The sprites and background are very colourful, with some marvellous use of shading, and the amount of sprites on screen gives a frenetic feel. The sound's really good too, but it's a little on the sparse side – the odd tune or two wouldn't go amiss. Grumbling aside, Cybernoid is an excellent 16-bit conversion, greatly improving on the 64 incarnation. Buy it today! Unless, of course you haven't got any money or the shops are shut or they haven't got it in or . . . (give over! – Ed).

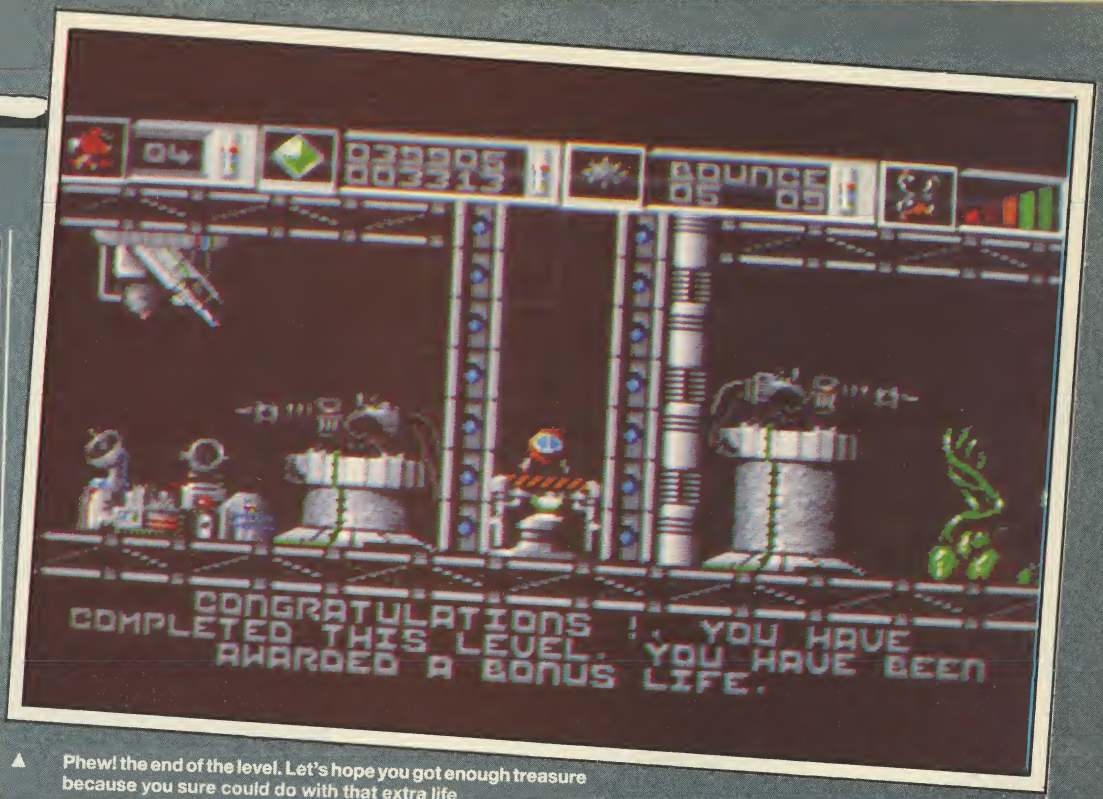


▲ Hewson's *Cybernoid* – more chances to get yourself killed than in a bubble car on the M4

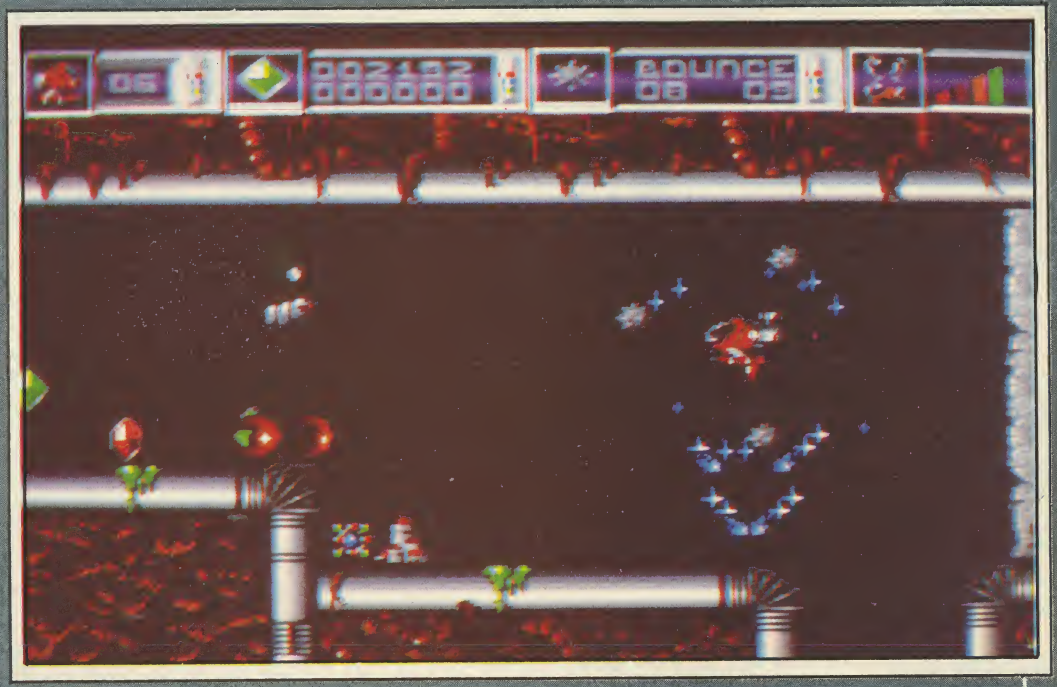


▲ Come on, get your act together – blast those pirates to Kingdom come (oo-er)





▲ Phew! the end of the level. Let's hope you got enough treasure because you sure could do with that extra life



▲ Aargh! Time for a bounce bomb, mate

I really liked the 64 version of Cybernoid, as you may have seen in the review, but I have to say that the Amiga version is better. The graphics are better, being more of a representation of the ships on the original packaging. The sprites are also smaller, giving you a much less claustrophobic feeling. The sound is well implemented, but I would have liked to have heard more effects implemented or failing that some music. The playability has been enhanced, due to the increased playing area and easier to pass aliens, meaning that you'll come back to the game more often. Plus there are more levels on the Amiga version! How's that for value for money! No? Oh, suit yourself then . . .



bombs that bounce off walls blasting everything they touch), seeker missiles (home in on the nearest large target) and a shield (for getting out of tricky situations). All these (with the exception of lasers) are limited, but can be replenished by picking up pods on the way. Watch out, too, for the extra weapons such as circling drones and tailguns, which can be automatically retro-fitted to your ship by way of the everything-compatible FWF (Federation Weapon Frame).

On reaching the first depot, you realise that the pirates have developed a 'shield and cloak' device to protect them from the Federation Defence systems, so it's completely up to you to blast them away. Another effect of these devices is to cause the defence drones to attack you, since you are the only possible target they can locate. You've got to destroy them before they destroy you.

Shooting pirate ships causes them to drop their cargo of jewels and precious items, ready for you to pick up. If you manage to pick up enough treasure and shut down the systems, you can teleport the treasure to Federation headquarters. The Federation chiefs will consider that they have regained enough to cut their losses and run, so you are given a credit bonus and a new ship to spare, ready to jet off to the next depot. But be warned, this time the pirates will have alerted their allies, and they're ready for just about anything – even a rough, tough macho kinda guy like you . . .



I didn't think it possible, but Hewson's Amiga conversion of Cybernoid is even better than the 64! If there was anything wrong with the 8-bit versions it was the difficulty level, which led to many hours of hair-tearing frustration and monitors almost being kicked in. This, however, is just right – the tight spaces aren't quite as tight and the alien bullets are more easily avoided. That's not to say it's not tough – apart from the fact that there are almost twice as many screens, the aliens swarm onto the screen trying to kick seven shades of sunshine out of you right from the start. Hewson are keeping up their record of quality games with a couple of superb conversions this month – if you can stump up the cash, buy both.

PRESENTATION 68%
There's quite a nice highscore table, but not enough options.

GRAPHICS 94%
Wonderful use of colour and shading on sprites and backgrounds alike.

SOUND 71%
Really good spot effects, but no music in the game itself.

HOOKABILITY 92%
It's tough . . . but not that tough! Instantly playable.

LASTABILITY 95%
Lots of screens and enough playability to keep you hooked for a long time (and that's saying something!)

OVERALL 93%
A very high quality shoot 'em up which is a great improvement over the 64 version.

Star GOOSE

Logotron, £19.95 disk

Scouser-Gitt, probably the best, but most unemployable, one-legged space fighter pilot this side of the Orion Nebula, has got a job. All he has to do is pilot his Star Goose fighter over the eight vertically-scrolling surfaces of the planet Nom's supply rings, collecting six precious crystals as he goes.

The Noms are not ones to leave their crystals unprotected, though. The Chief Nom has posted his best Nom warriors in strategic positions on the rings' surface, where they can use Nom missiles and Nom Heavy-Light blasters to knock seven shades of Tipp-Ex out of Scouser-Gitt and his ilk – unless he can do it to them first.

To deflect Nom projectiles, the Star Goose comes with a handy deflector shield which requires constant topping up as it takes hits. Energy, shots and missiles can be replenished by flying through tunnels on the ring's surface and collecting large stone eyes. Doesn't life get weird now and then?



▲ Geese in spaaaaace! And we wish they'd stayed there





I settled down with the joystick, sure that any game with such an unlikely title had to be good. Wrong: Star Goose **is a pretty average vertically-scrolling blast. There's very little variation during or even between levels, the only real event being to enter the 3D eye-collection sequence – and even that just isn't exciting. The game is well catered for graphically, but the music sounds just like an ST. A great disappointment after** Star Ray.



The package claims that Star Goose **is 'the first truly original vertical scroller in years' – but after the impressive opening sequence, I was shocked to find this was really nothing special at all. I found play really bland, not to mention difficult. My past experience with shoot 'em ups compelled me to get the Star Goose going at a moderate speed, but this only made crashing inevitable. In fact, your only real chance in the game is to fly at very low speeds, and this draws the levels out longer than my patience could stand.**

PRESENTATION 77%
Nice opening sequence and the expected options. Free poster.

GRAPHICS 69%
Crisp sprites and good hilly landscape representation but not a lot of variety.

SOUND 38%
ST standard tunes and spot FX.

HOOKABILITY 45%
First impressions are favourable, but . . .

LASTABILITY 35%
. . . little graphical or gameplay variety between levels leads to intense tedium.

OVERALL 37%
A nicely presented but terminally dull shoot 'em up.

MOTORBIKE MADNESS

MAD, £9.99 disk

Cue Peter Purves: ' . . . and there goes Roger, carefully lining up his bike with the very slippery pole over the pit . . . aaaannnddd . . . Whoops! Down he goes into the poison-tipped spikes! Well, it looks like he's out of the competition . . . '

Now the armchair leather boy can enjoy the thrills and spills of motorbike trials in a vertically-scrolling downhill race. Drive your slightly mean machine (with limited fuel) against the clock over such diverse obstacles as jumps, bumps, hills, tyres, ladder bridges and VW Beetles, all of which are portrayed in glorious isometric3D-o-vision.



The idea for this game is really good – a sort of 3D Kikstart **– but I'm afraid the execution is very disappointing. Most of the problems stem from the control method, which uses forward and back on the joystick to accelerate and decelerate – as if you were on the bike – but try to steer as if you were behind the handlebars and you go in the wrong direction. What's worse, the program doesn't allow you to steer the bike up the screen at all, so if the ropey steering causes you to miss a ramp or bridge you can't turn round and correct your mistake, and you're forced to crash! Ten quid might be budget price, but it's still enough to stop me recommending this.**



As the pleasant title tune began playing before the loading screen appeared, I thought that this would be quite a well designed and implemented game. Klutz city! Motorbike Madness **just doesn't have what it takes to be entertaining. The graphics are bland, the in-game sounds merely average and the controls . . . well, putting it mildly, they're pathetic. The steering appears to be twisted the wrong way and the bike seems to want to wander off on its own. Even at the Amiga budget price of a tenner, I'd rather be wiping my nose on other people's sleeves than watching helplessly as the main sprite careers off into a river. The best advice I can give is Ignore This Game.**

▼ ***Motorbike Madness*: less fun than kissing a walrus**



PRESENTATION 45%
Good screen layout, but essential practice option mentioned in the instructions doesn't exist.

GRAPHICS 51%
Reasonable sprites and landscapes, but the interaction between the two isn't very realistic.

SOUND 59%
Good intro tune but effects are weak.

HOOKABILITY 40%
Awful controls are an instant turn-off.

LASTABILITY 25%
Poor programming makes the game unplayable.

OVERALL 28%
Good idea, terrible execution.

"BURN ON TO PAGE 196!"

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the GAMES machine



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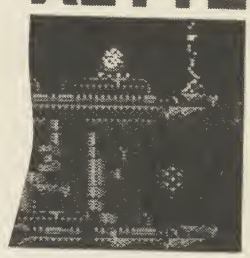
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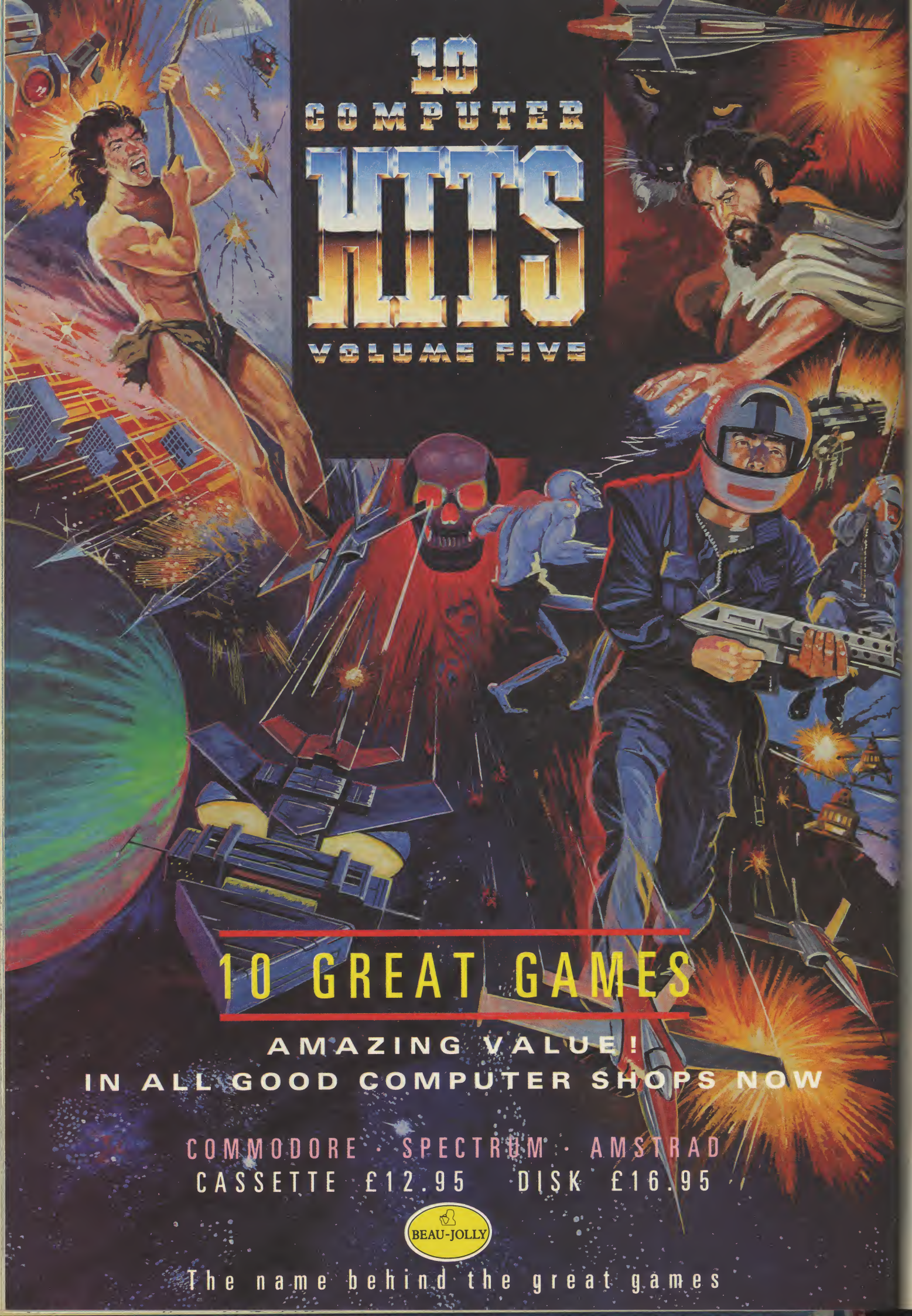
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THE MASTERBLASTER QUIZ 1988!



Hello Laaayydeees and Gentlmennnnnn! My name's Ken D Fish, and I'm your host for the quiz proceedings. Now, since you're reading this esteemed publication you are obviously people of discerning taste, but are you up to the challenge set before you this evening? I would like to take you on a journey through the annals of the software industry and test your knowledge on all things computerized. So, if you think you're up to the test, STEP FORWARD . . . !

PART ONE: 'I'm sure I've seen that somewhere before . . . '

In this section, you must use your eyes and your memory to discover the games in the screenshots. Only a snippet of each screen is shown, so get those optical and cerebral cells working and spot those screens!



THE MASTERBLASTER QUIZ 1988!

PART TWO: 'Wait a minute! What's this doing here?'

In these lists, all the items have something in common . . . except one. Spot which is the odd one out in each list to score.

1. Fish, Guild of Thieves, Corruption, Lords of Time, Jinxter.

2. Sanxion, Delta, Skate or Die, Commando, Quedex.

3. Overlander, Katakis, Great Giana Sisters, Sarcophaser, Who Dares Wins.
4. Ghosts 'n' Goblins, Bionic Commandos, Side Arms, 1943, Black Tiger.

5. Final Lap, Toobin', Salamander, Side Arms, Vulcan Venture.

6. Menace, Star Ray, Sarcophaser, Zynaps, XR-35

PART THREE: 'I know you – you're . . . er . . . Whatsisname'

Identify the main character from the games listed.

1. Nebulus (Hewson)
2. Barbarian (Psygnosis/Melbourne House)
3. Fairlight (The Edge)
4. Arc of Yesod (Thor)
5. Tir Na Nog (Gargoyle Games)
6. Blackwyche (Ultimate)
7. Crystal Castles (US Gold)
8. Gnome Ranger (Level 9)
9. Infiltrator (US Gold)
10. Frostbyte (Mikrogen)





PART FOUR: 'I know you, but where the hell did you come from?'

Place the names listed below in their relevant games.

1. Bub and Bob
2. Ryu
3. Tal
4. Oolong
5. Jaysan, Katra and Agro
6. Sir Galahad
7. Brad Zoom
8. Commander Jameson
9. Paul Kersey
10 Major Alan 'Dutch' Schaefer

PART FIVE: 'Well, initially . . . '

Work out the games from the initials and the game elements listed.

1. DOTC – Horses, castles, armour, swords
2. EFSC – Boulders, horse, rushing river
3. IA – Gilby, Bo-Lyk birds, Bleurgh faces, Camels
4. TOTB – Trainers, hoops, nets, boards
5. DTOC – Weights, trainers, Lucozade
6. ABCC – Motorbike, building site, lake
7. IBTMC – Balls, stumps, pads
8. BDCK – Rocks, diamonds, walls, amoeba
9. IJATTOD – Thugees, snakes, ladders
10. LCPDK – Dogs, piano, TV

THE ANSWERS

(No peeking!)

PART ONE: Score two points for each answer

1. Rogue Trooper (Piranha)
2. 4th and Inches (US Gold)
3. Nontraqueous (Mastertronic)
4. Stealth (Ariolasoft)
5. Hopping Mad (Elite)
6. Lords of Midnight (Beyond)
7. Biggles (Mirrorsoft)
8. Skate Crazy (Gremlin Graphics)
9. Ghosts 'n' Goblins (Elite)
10. World Games (US Gold)
11. Hunters Moon (Thalamus)
12. Geoff Capes' Strongman Challenge (Martech)
13. The Adventures of Bond . . . Basildon Bond (Probe)
14. William Wobbler (Wizard)
15. Red Moon (Level 9)
16. Zenji (Firebird)
17. Law of the West (US Gold)
18. Aliens (Electric Dreams)
19. Warhawk (Firebird)
20. Knight Games (English Software)

PART TWO: Score five points for each answer

1. Lords of Time is from Level 9, the rest are by Magnetic Scrolls.
2. Quedex has music by Hagar, the rest are by Rob Hubbard.
3. Sarcophaser. The rest were the subject of some legal proceeding or other.
4. Ghosts 'n' Goblins is converted by Elite, the rest are Capcom/Go!
5. Vulcan Venture only has one player on screen, the rest have two player simultaneous action.
6. Star ray scrolls in two directions, the rest only scroll right to left.

PART THREE: Score two points for each answer

1. Pogo
2. Hegor
3. Isvar
4. Charles Fotheringham Grunes
5. Cuchulainn
6. Sir Arthur Pendragon
7. Bentley Bear
8. Ingrid Bottomlow
9. Johnny Jimbo Baby McGibbits
10. Hickey the Kreezer (honest)

PART FOUR: Score two points for each answer

1. Bubble Bobble (Firebird)
2. Streetfighter (Go!)
3. Sacred Armour of Antiriad (Palace)
4. Yie Ar Kung Fu (Imagine)
5. Firelord (Hewson)
6. Better Dead Than Alien (Electra)
7. Elite (Firebird)
8. Deathwish III (Gremlin)
9. Predator (Activision)
10. Predator (Activision)

PART FIVE: Score two points for each answer

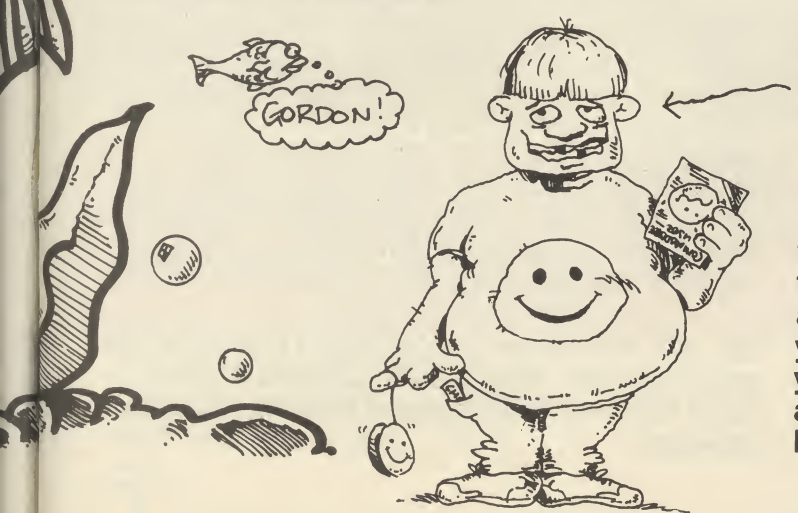
1. Defender of the Crown (Mirrorsoft)
2. Escape from Singe's Castle (Software Projects)
3. Iridis Alpha (Hewson)
4. Two on Two Basketball (Activision)
5. Daley Thompson's Olympic Challenge (Ocean)
6. Action Biker: Clumsy Colin (Mastertronic)
7. Ian Botham's Test Match Cricket (Tynesoft)
8. Boulder Dash Construction Kit (Databyte/First Star)
9. Indiana Jones and the Temple of Doom (US Gold)
10. Little Computer People Discovery Kit (Activision)

HOW DID YOU DO?

0 to 20:

Completely hatstand! You obviously mistook the ZZAP! cover logo for *Rubber Manacles Monthly*. Now get rid of those buckets of custard and treat your fish with more care. Take him for walks, feed him chocolate drops let him sleep by the fire and maybe he'll give you the odd massage in return. Oh, and read the odd back issue of ZZAP! for more cookery tips – no, sorry, no cookery, it's flying lessons I'm thinking of. Only joking! It's needlepoint. Hahaha! Well, you know it's all this computer game malarky. Read it and learn . . . how to cook. *Noooo!* Did you know that the goldfish only has a seven second memory? I did but I forgot until I told myself just now. About seven seconds ago to be precise. Now, what did I tell myself? When did I tell myself what I told myself? Who am I?





21 to 70:

Have you got an Amstrad or what? Read the cover carefully. Zer-Ah-Per-Per . . . oh you've got a Commodore. Well, what's wrong with you? Still playing *Boogaboo the Flea* and *Moon Shuttle*? Oh you are. Sorry. This is just not good enough you know. You've really got to do better. Now if you flick through the magazine . . . not yet! COME BACK! You don't even know what you're looking for! Find the back issues bit, send off some money to the respective address, wait for the mags to arrive and learn-learn-*learn*. And when you've learnt try the quiz again. Oh, this was your fourth go. Never mind, go back to bed and hope that everything goes away. Particularly those Zebras.

THE MASTERBLASTER QUIZ 1988!



71 to 120:

This is more like it! You can obviously hold your own in any conversation about Commodore computer games. That is if you take your Walkman headphones off for long enough to hear what anyone else is saying because your such a cool froody dude. Come to think of it, how did you manage to read this through your cool shades? You are the type of person who makes sure they're up with the rest of the crowd, but doesn't let the computer world possess them (Possessed? Me? Hehehehheeeheeehaahaaahaaaaa!. Not really). You're probably busy out buying cool clothes or listening to cool music or . . . or . . . something else that cool froody dudes do. Take care, maaaan, and watch that haircut!



121 to 130:

Well, I must say that I'm amazed that you managed to tear yourself away from your computer long enough to attempt this quiz! I bet you can work out the number 2,387,401 in binary in about four seconds as well! You really ought to get out more, you know. Get some fresh air or something. Lead a *normal* life. Hang on a minute. There could be another explanation. You could have looked at the answers and . . . and . . . *cheated!* Ooh, that's despicable! That's terrible! You should be ashamed! Hold on while I think of a suitable punishment. Ah! I know! First,

– (THE NEXT SECTION HAS BEEN REMOVED FOR THE SAKE OF GOOD TASTE, NOT TO MENTION THE HEALTH OF THE READERS!) –

Oh, yes that would be perfect! I can hear the popping now! Ahem. Sorry. Never mind. I think this would be a good time to sign off. Byeeee!

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IMPOSSIBLE MISSION II



▲ So what are you going to do now, Agent 4125? (Cue diabolical laughter)

Epyx, £24.99 disk

They all do it don't they (hey behave missus)? These evil villains always seem to reappear after their original downfall to terrorise the whole of humanity – and who is the only person that can stop their evil ways for a second time? That's right! The person that stopped them in the first place!

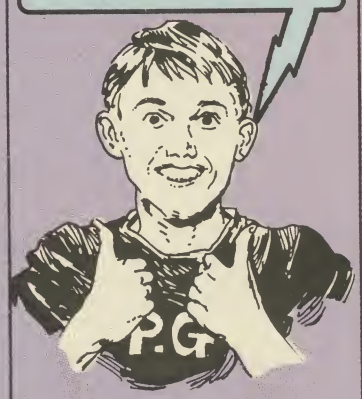
Well, it's happened again! The evil professor Elvin Atombender has escaped from prison and managed to arm himself with a deadly missile with which he is threatening to destroy the World if they don't succumb to his wishes. *Wot* a rotter, eh? But (*Cue dramatic music*), Agent 4125 comes to the rescue!

Agent 4125 prepares himself by donning his spy suit (white shirt, waistcoat and trousers) and zooming off to Elvin's base. The base itself consists of eight towers, each with their own pair of lift shafts (oo-er), which allow access to both sides of most of the rooms in the complex.

To complete the quest, you explore the eight towers, searching for access codes and music tapes which will allow you to enter the central tower, Elvin's hideyhole. To leave a tower and enter another, a three digit access code must be found. This is made up of numbers found by searching various objects and pieces of furniture, BUT not all the numbers are correct, so you must use your pocket computer to find the correct set of numbers. Woooh!

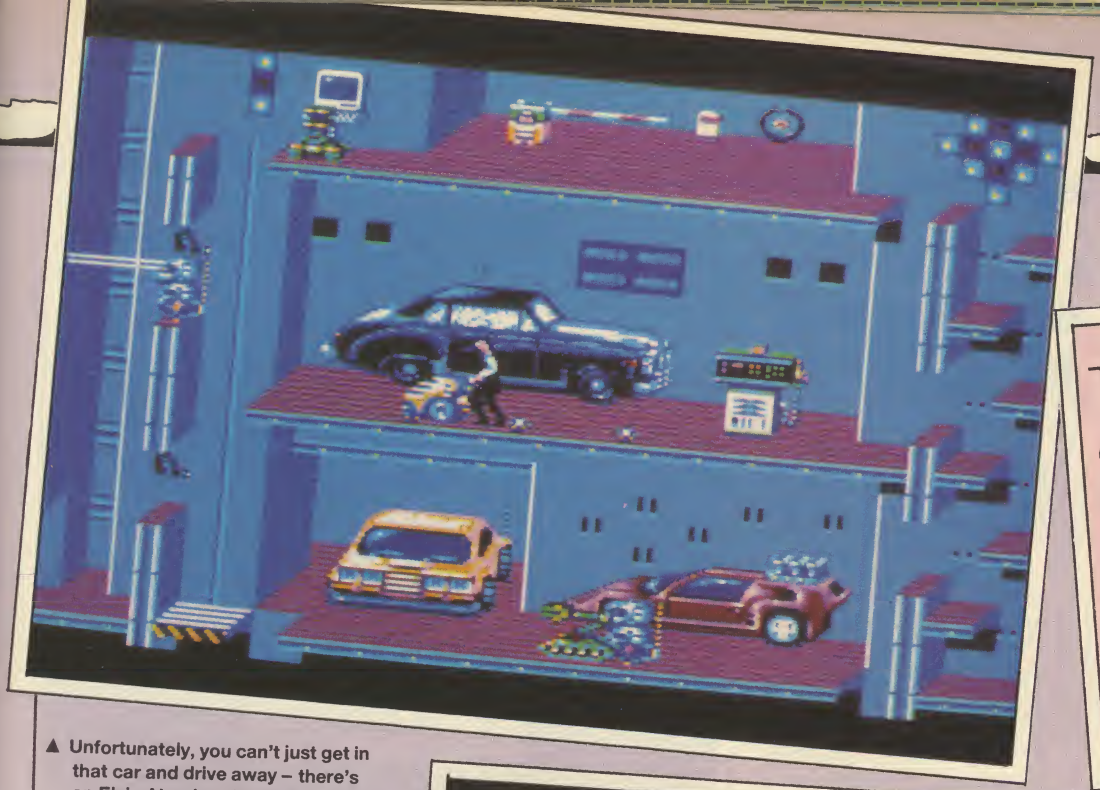
Each correct number is highlighted be the word 'correct' (obvious really) and the word 'completed' appears when the whole code is displayed. Access to the central tower is gained by blowing

I remember writing in the 64 review of Impossible Mission II **about the great improvements that had been made over the original, but nothing had been done with extra speech. Now the game has been transported to the Amiga and the speech has been improved no end. In fact, I'd go as far as to say that it's the best speech I've heard on the Amiga. The Elvin introduction and the scream as Agent 4125 falls down a hole are almost too good to be true and the musical note on entering a room . . . well it's just amazing! The graphics are really nice too, with well defined backdrops and sprites. The designers could have chosen some neater colours, though. Still, never mind about that, just play the game as soon as you can and you'll be convinced that** Impossible Mission II **is for you.**

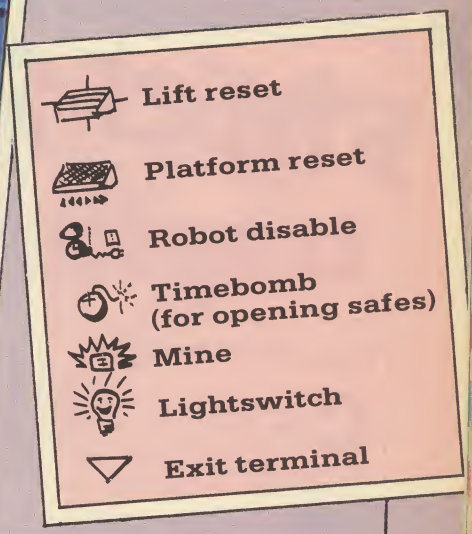




Maybe I'm a bit strange . . . oh, alright then I *am* a bit strange, but I always found Impossible Mission **too difficult to be enjoyable, often being sent round the bend trying to sort the puzzles out. Well, I'm glad to say that I found** Impossible Mission II **quite a bit easier than the original and therefore a more pleasant gaming experience. Now Epyx have translated the game across to my favourite machine, I'm pleased as . . . as . . . as something that's quite pleased – although (here comes the bad bit) there could have been a little bit more done with the power of the machine. The graphics are very nice, but they're not brilliant; the sound effects *are* brilliant, but the tune isn't. Anyhow, despite the lack of a Gold Medal,** Impossible Mission II **is still an ace and really playable game.**

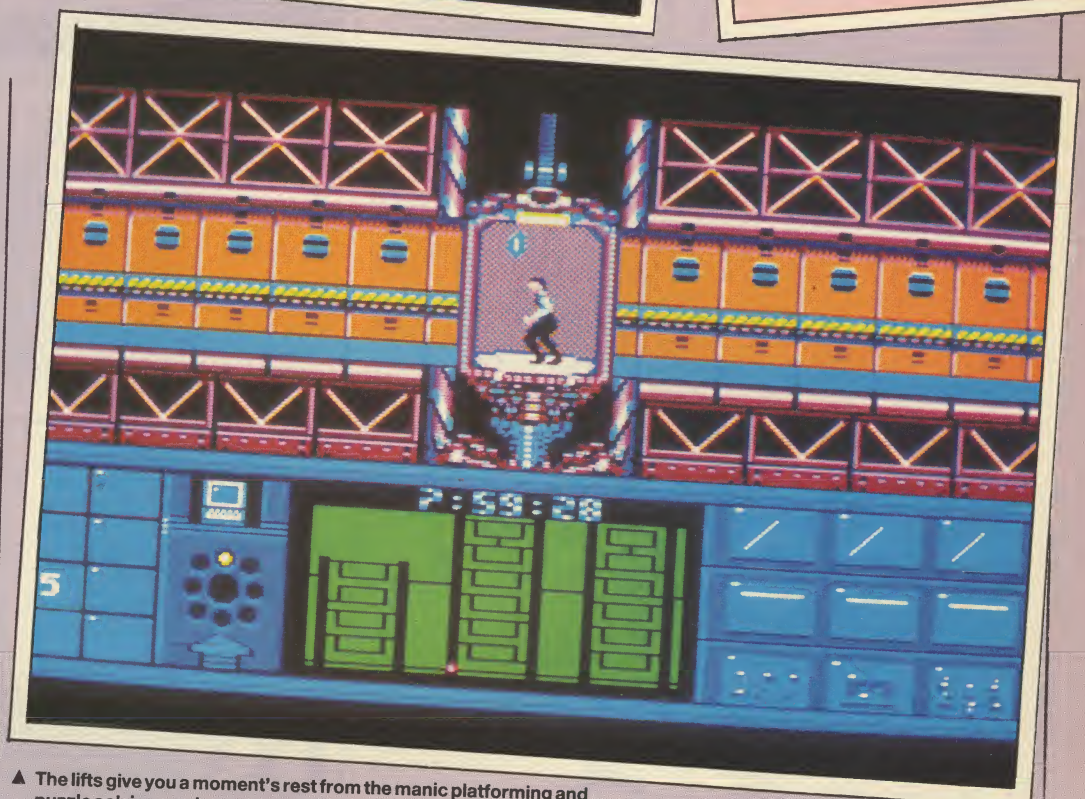


▲ Unfortunately, you can't just get in that car and drive away – there's an Elvin Atombender to get first



open the safes to find pieces of music tape. By recording and splicing together the relevant pieces of music, an entrance to the final tower is opened.

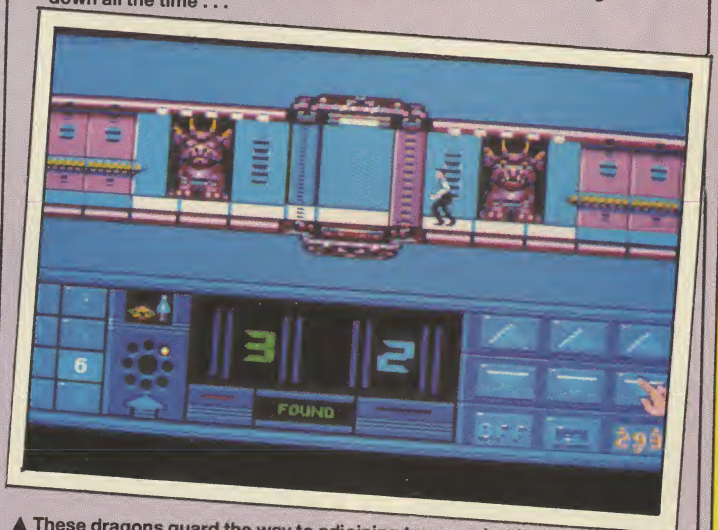
Also hidden in the rooms may be items which are of use to the intrepid adventurer like yourself, such as lift resets, bombs, mines and robot freezes. On the other hand, there may be nothing there, so look with care. (Woo! Poetry! Now, let's see . . . ahem . . . I wandered lonely as a bucket . . .)



▲ The lifts give you a moment's rest from the manic platforming and puzzle solving – only a moment, mind, because the clock's ticking down all the time . . .



It's the gameplay that makes this stand out from the crowd – and that's why it deserves a Sizzler. However, that's not to say that the rest of it isn't up to scratch – as Paul says, the speech is just about the best on the Amiga, and the graphics are well defined and brilliantly animated (shame about some of the colours, though – I sometimes thought I was playing on the PC). The reason I personally don't think it deserved the Gold Medal awarded to the 64 version is that it lacks any really outstanding qualities – the conversion is too literal. There could have been more speech, better sound effects, the tape recordings could have been better . . . But this is all griping about a game concept which is, quite simply, brilliant. Buy it!



▲ These dragons guard the way to adjoining towers – but have you got all the codes to get past them, 4125?

PRESENTATION 85%
Generally very good, but let down by slow pointer system.

GRAPHICS 84%
Very good definition and animation, but poor use of colour.

SOUND 79%
Excellent speech and sampled effects, but dreadful music.

HOOKABILITY 96%
Thoroughly playable right from the outset.

LASTABILITY 95%
Plenty of scenery to search and the mission is tough enough to keep you occupied.

OVERALL 92%
Not as much of an improvement over the 64 classic as it could have been, but still a hell of a game.

'NO WAIT! DON'T READ THIS BIT YET, WE FORGOT THE'S'

STREET SPORT basketball

Epyx, £24.99 disk

Choose your court, pick your team and take on the other kids in the street at a three-on-three basketball match. With a courtside view of the action you control the direction and actions of one of your team members while the computer keeps the rest of the field active. You can make your players pass the ball, tackle the opposition or take jump or hook shots, or even slam dunks.

Being a Street Sports game, the full rules of Basketball are only observed insofar as successful shots score two points. So there are no penalties for front-to-back passing or overly offensive dribbling (know what I mean, Gordy?).



▲ What a bunch of lounge lizards – do you really want to pick a team from them?



After the excellent pre-match presentation, which even extends to having a neat flipping (or is it a flipping neat?) coin sequence I was all set for the best game of computer basketball ever. But it didn't appear. The first inkling of doubt appeared when the players ran onto the court. They were all nicely drawn and each character is easily recognisable – important when you consider that each player's game has different strengths and weaknesses. But the game's flaw is the player animation which has huge jumps between the sprite frames. This isn't just an aesthetic point either, as it lessens the feeling of control you have, resulting in a few moments of confusion. Once you learn to compensate for this, the game isn't too bad, but that takes some perseverance.



This is a really aggravating game because it's so close to being good, but is ruined by dreadful sprite animation. The players are really well defined, and the programmers have included such thoughtful touches as turning their heads to look towards the ball, but the four sprite frames are drawn out to such an extent that they look like they're skating over the court. The enormous leaps between positions are so disorienting that it's difficult to work out what's going on, and the resultant loss of gameplay is quite off-putting. Definitely one to try before you buy.

summer OLYMPIAD

"GOLD!"

Tynesoft, £19.95 disk

Aaaagh! The Olympics are over . . . Lucky for you then that competition's only just begun. Tynesoft are letting you have a go at five different and demanding Olympic events.

This is no ordinary competition, though. For a start you don't have to compete in all the events. Not only that, you can decide from one game to the next what country you're playing for (no messing about with citizenship and visas here).

First off you grab your rifle and try your hand at Skeet shooting.

When you've blasted all the clay pigeons from the sky, you've just enough time to get into your shorts trunks for the triple jump.

Press of the fire button and you're in the fencing arena. Watch out for the American guy – he really knows how to lunge.

Next you're on the diving board. Get turns in, or you'll be the one





Yeah! I really enjoyed watching the Olympics so I jumped at the chance of being able to compete in all those fantastic events. Great! You can be dead athletic and still not get out of your chair – just the way I like my sports. The presentation is pretty unusual too – I mean, how many times have *you* played a hurdles race viewing the action from the back? In fact, it's just this fresh angle on most of the events which makes Summer Olympiad **so challenging to play. It doesn't work equally well for all the sports – the fencing seems to come out worst – but when it does, it's great. Personally, I like the skeet (a lot more difficult than Epyx shooting events) and the diving best.**



Though Tynesoft haven't actually managed to include a full Olympic repertoire or even an Epyx-style menu of events, I have to throw down my cask of Newcastle Brown Ale and say that what there is of this is pretty, prett-y good. All five events are really unusually presented and not at the expense of playability either. You don't even have to remember as many complicated joystick operations as has been known in other mega-games simulations: you know the sort of thing – all that rotate the joystick while pressing the button and pushing the Commodore key to wiggle your bum at the audience sort of stuff (er . . . yeah, Paul, yeah – Ed). Anyway, if you're in the slightest bit sporty (or even if you're not, like me) you could do a lot worse than give this a whirl.

▼ 2, 4, 6, 8, who do we appreciate – Cameroon!





PRESENTATION 80%
Very nicely presented, with a choice of four courts and ten team members.

GRAPHICS 69%
Nicely designed with some neat touches but jerky movement is detrimental to gameplay.

SOUND 42%
Mildly groovy tune but in-game effects would have benefited from the inclusion of player shouts.

HOOKABILITY 69%
Excellent presentation means first impressions are good but the game is confusing to play.

LASTABILITY 73%
If you can get used to the movement problems, the game is good fun, especially with two players.

OVERALL 68%
Not bad, but could have been so much better.

with zero points.

Hope you're not one of those guys who feels sick after swimming because you've hardly got time to catch your breath before you're out on the track. Finish the hurdles and you might just be in with a chance of a medal. There again, you might not.

Racey intro, huh?

PRESENTATION 82%
Attractive loading screens, opening ceremony and options to play (and replay) any number of the events with up to six competitors at any one time.

GRAPHICS 79%
Well-defined sprites and unusual partially animated backdrops.

SOUND 53%
Various catchy but fairly forgettable tunes.

HOOKABILITY 76%
Excellent graphics and easy-to-grasp techniques (except for the triple jump) make this an immediately attractive buy.

LASTABILITY 74%
Even if you don't want to keep competing in all the events you should be playing your favourites for quite some time.

OVERALL 76%
A fresh view on an established game style. Take a look.

Zynaps

Hewson, £19.99 disk

You've had a baaaaad day. Mind you, when you joined the Ruphspace troopers you weren't led to expect the easy missions. Lots of money and adoring women – yes, but not the easy missions. Blowing up that alien space station was about the non-easiest mission so far and if the rest of your squad weren't sizzling heaps of charred meat they would no doubt agree.

Remembering all your training in 'Making the Best of a Bad Job' (GCSE) you decide that, what the Hell, your whole platoon couldn't blow up the space station, but you're riled enough to single-handedly blow up the central base you noticed on that nearby planet earlier on.

First, though, you've got to fly your Scorpion fighter (well, actually you've stolen it) past the station defences, out through an asteroid field and towards the enemy stronghold, putting the torch to gun emplacements and enemy spacecraft as you go.

It's only once you're out amongst the enemy that you find out the ship you've stolen isn't well equipped for the incessant onslaught to come. It's just soooo slooooowww and the laser only fires two shots at a time! Shoot a whole formation of aliens, though, and you can pick up a fuel pod which can be turned into a handy piece of destructive hardware.

Just like the Esso Tiger Tokens, the more you collect, the better the item you get. An indicator graphic shows what you can add on to the Scorpion by collecting one more fuel pod and activating the fuel scoop. Faster pulse lasers, extra thrusters, plasma bombs for destroying ground targets, manually-targetted homing missiles and intelligent seeker rockets – all can be yours with no financial loss to yourself. What started off a bad day is about to get better . . .



I like shoot 'em ups, and Zynaps is a good one. The graphics are cleanly defined and nicely coloured, if a little sparsely animated and the sound is very 'outer-spacey' (if, indeed there is such a thing) (*There is, Maff, there is – Ed*) and suits the action well. There are a couple of quirks that I feel do need pointing out though. For one, the ship seems to jerk sideways after the joystick is released, often just enough to crash you into an asteroid or piece of scenery, and the add-on weapons run out a little too quickly for my liking. Despite my quibbling, I still enjoy playing Zynaps. As I said, it's a good shoot 'em up and good shoot 'em ups are always worthy of attention, aren't they? So go to your nearest software dealer and see if it's your cup of Horlicks.



It's games like this that make you realise just how easy it is to win a fist-fight with a starving grizzly bear. It has to be said, though, that Zynaps isn't as difficult or as frustrating to play on the Amiga as it was on the 64, simply because it doesn't send you back to the start of the level every time you lose a life – if I had a penny for every blood vessel I burst playing that game I'd have enough to wedge the leg of my desk up straight. The high standard of graphics and sound you'd expect from Hewson are here but it's noticeable that there isn't a lot of variety in graphics during a level, and the motherships waiting at the end of the levels look definitely weedy compared to those in other games of this type. The blasting gameplay is better than most, though, and the constant onslaught of alien craft doesn't allow your fire button a moment's rest. Blasting fans should love it.

PRESENTATION 50%
One or two player options, but not a lot else, alas.

GRAPHICS 82%
Pretty Pete Lyon sprites and backdrops, all well animated.

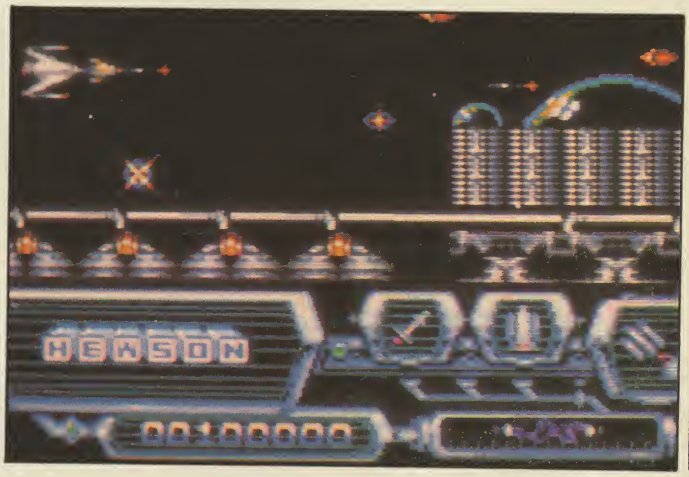
SOUND 80%
Good title screen tune, but in-game sound is FX only.

HOOKABILITY 74%
Quite hard to get into. Really.

LASTABILITY 79%
Frustration element keeps you playing until you've mastered several levels

OVERALL 78%
A jolly bag of shoot 'em up larks.

▼ **Think you're pretty clever to have gotten this far, don't you – wait till you see what comes next**



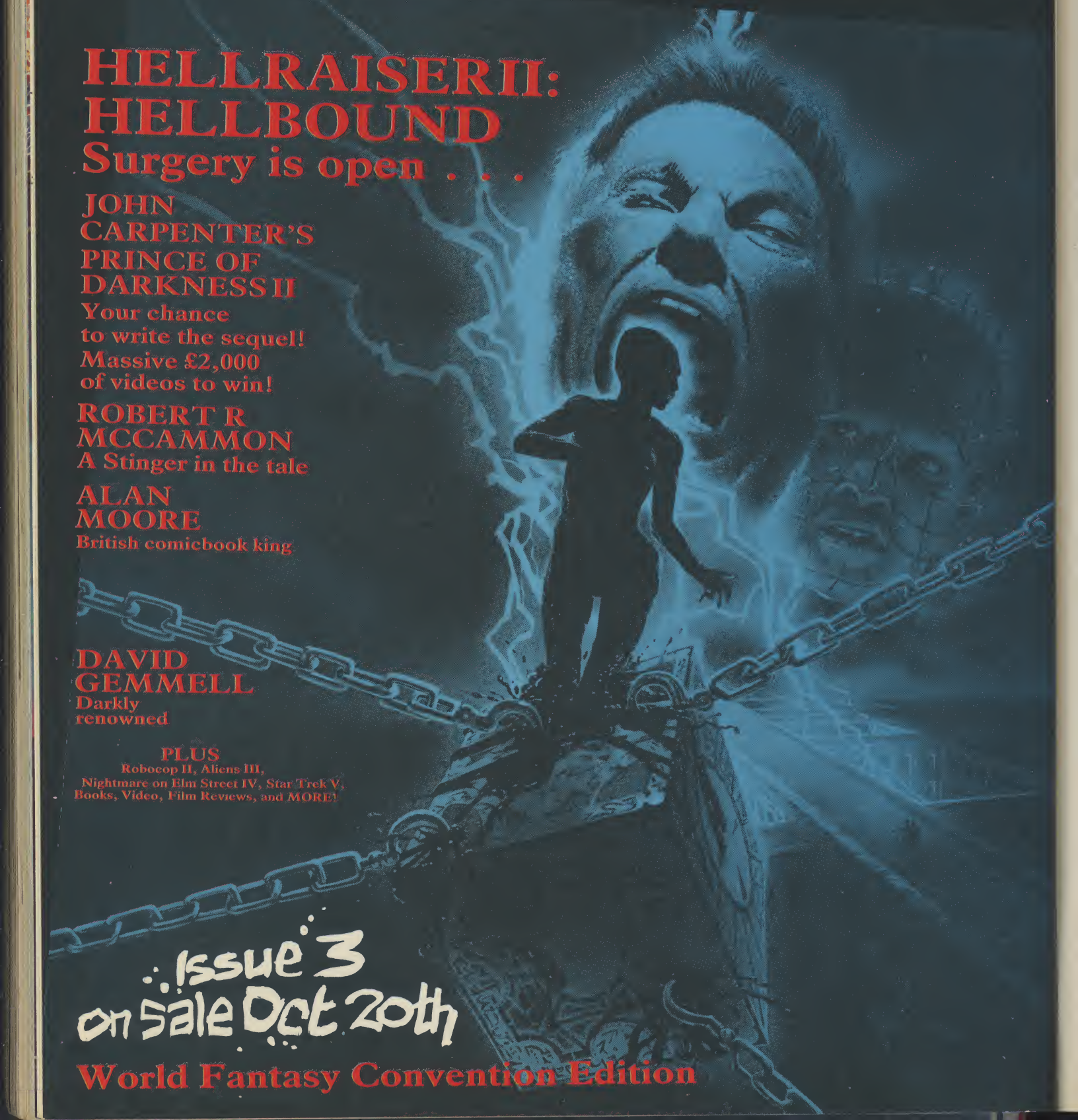
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MAJOR motion

Microdeal, £19.95 disk

There you are, quietly sitting in front of the TV set wishing that you could have a car like James Bond's, when the room is suddenly lit by a weird light and your fairy Godmother appears.

'Your wish is my command', says she and *voom* you're behind the wheel of a mega-hard sports car, streaking down the highway with people shooting at you. As you pull into the back of a friendly looking truck a man in a suit gives you a message about an evil road-gang that is terrorising the highways, complete with bullet-proof cars, tyre slashers and missile toting helicopters. So – streak along the road in your weapon-loaded vehicle, blasting the enemy to smithereens before they claim all the highways of the world as their own.

But first – where did you put your driving licence . . . ?



The only good thing about this is the sampled Starsky and Hutch **style machine gun and tyre screeching effects. Apart from that, it's more or less** Spy Hunter. **No . . . in fact it's less than** Spy Hunter. **The scrolling is jerky, the joystick control is slow and the extra weapons system is nigh on unusable because of its reliance on using a series of keys to activate the weapons. When the slightest distraction from the screen can result in your demise in a ball of fire, this really isn't good enough – and I wouldn't recommend** Major Motion **unless you're desperate for a game of this type.**



▲ *Spy Hunter* **on your Amiga? Look again**



When I saw Major Motion **on the ST, I thought the Amiga version could only get better. Wrong. The graphics are 'nicer' and some of the sound effects are OK but there isn't much in the way of playability. The control feels a mite too sluggish, making it virtually impossible to knock the enemy cars off the road – and who had the wonderful idea of using the keyboard to fire the weapons? Give that man the 'Nerd of the Month Award'! With a bit of forethought and planning,** Major Motion **could have been quite good – instead it's left floundering in a pool of unplayable mush.**

PRESENTATION 46%
Irksome delays and a useless extra weapons system only annoy.

GRAPHICS 49%
Average sprites and backgrounds, but the scrolling's yeuch.

SOUND 51%
A few suitable effects . . . very few, as a matter of fact!

HOOKABILITY 57%
The difficulty puts you off at first . . .

LASTABILITY 49%
. . . and it doesn't improve.

OVERALL 54%
Could have been tons better.

REVENGE II

Mastertronic, £9.99 disk

The 90 feet high, neutronium shielded, laser-spitting death camels are back, recalled from their hibernation on the dark side of the moon to save the Earth from the Zzyax hordes.

The battle takes place on the scrolling surface of Zzyax Prime, where the Zzyaxians, disguised as everyday household objects, rush onto the screen attempting to collide with our cuddly hero. By way of defensive measures, the camel is blessed with the abilities to fly, spit bolts of energy in eight directions and drop camel bombs.

If your beast survives to the end of a level you are given the opportunity to purchase add-on weapons, such as extra shielding, energy or lives – or even homing, extra-large or yo-yo bullets. Cor!



You can't blame Jeff for doing what his fans expect of him, but what about the rest of the game-playing public? Making sprites out of telephones and toothbrushes went out with Jet Set Willy **and** Revenge 2 **is such a literal conversion that it even boasts 64 style expando-sprites! The gameplay is quite staggeringly simplistic, and, what's worse, it hardly varies at all during the game, even after buying extra weapons. In fact the only variations between levels are the sprites and background graphics, and even they repeat from time to time. Very much a game for Minter groupies only.**



▲ **The Amiga remix of Minter's mad mish-mash of manic game elements is . . well . . . er . . .** ***not very good*****, shall we say?**



With the exception of his more conventional works, Iridis Alpha **and** Batalyx, **I've never really got on well with any of Jeff's games. I admire his ability to produce what he wants, to please a certain audience, but** Revenge 2 **just doesn't appeal to me. It did on the 64, but the magic has gone when you're shelling out a tenner . . . The gameplay in this is just so boring and there are no obvious tactics to use apart from holding down the fire button and moving the joystick in the general direction of the crowds of hostiles. If you're not already a Minter fan, try before you buy.**

PRESENTATION 51%
Typically Minterish instructions make humorous reading. Pretty weak extra weapon system.

GRAPHICS 48%
Weird selection of graphics, all of which are . . . OK.

SOUND 58%
Soothing title tune and standard zapping effects.

HOOKABILITY 39%
Simplistic blasting is familiar enough but the weird scenario and graphics might bemuse.

LASTABILITY 37%
Every level plays exactly the same.

OVERALL 38%
Weirdness factor means Minter fans should lap this up, but others would do well to hold onto their money.



FUSION

Electronic Arts, £24.95 disk



▲ Electronic Arts *Fusion* – a bit of shooting, a bit of flying, and a really ace soundtrack

The year is 2188 and intergalactic travel is still not possible – so don't get any clever ideas about warping the space time continuum or eating melange, OK? It's JUST NOT ON!

Man *has* managed to cope with the problems of suspended animation enough to travel about the galaxy, but any further than that and there are medical problems involved (shhh!) Even most small ships are fitted with systems to allow interstellar travel, right down to the tiny Trang class fighters.

You, Captain Gherheart Bloowd III, are the pilot of one of these fighters, known as the *Flayer*, and are on your way home at the end of a reconnaisance mission when a message comes in on your autocom. The computer wakes you up when the message is received, printing up the text onto a screen:

> ▶The galaxy is under threat and only you in your very small Trang class fighter can save us . . .



The rest disappears in a stream of garbled code. Your computer manages to locate the source of the signal and automatically programs the coordinates into you navi-computer.

All is quiet when you reach the planet, so you begin to explore. Eventually you find a carving on a wall, prophesying the coming doom, along with the way to overcome the disastrous alien assault. You must search the planet in your Trang fighter and land assault craft in search of the bomb parts needed to blow up the alien base. Once all the pieces have been found you must return to the first layer and activate the bomb icon.

Access to some grid sections and other layers of the base is gained by tripping certain switches set into the ground, each switch activating its own function. Other icons include the bomb parts themselves, extra ship functions (like shields or improved firepower) and a save game option.

All this seems easy enough, until the enemy detect your presence and launch Rotating Plasmo Spheres, Homing Missiles, Nitromice, UHOs (Unidentified Hovering Objects) and Ergonomic Eruptors at you. At this point you realise that it's not going to be as easy as you thought . . . But then, nothing ever is, is it?



There are only two words for this game: fab 'n' triff! The amount and variety of colour and the use made of it is superb – something which the screenshots on this page don't fully show. The only thing that lets down the graphics is the scrolling, which is a little jerky – but the atmosphere generated by the punchy soundtrack and relentless waves of aliens is ace! The inertial control method is a bit awkward, too, at first – but once you've got the hang of it, just fly around and blast the baddies to bits! It's such an unusual game that I'd fully recommend you check it out.



▲ Can you make out what's going on? Confusioning isn't it?



I must say for a start that Fusion **looks absolutely wonderful! The colouring of both sprites and backdrops is incredible and the shading is so good you could almost pick the ships off the screen. The scrolling could have been a little smoother, however, as it's a little bit bitty as it stands (or moves as it were . . . never mind). The gameplay is still frenetic, though, helped in no small degree by the stern, futuristic soundtrack that plays throughout. Initially the switches seem to be a bit far apart, requiring you to travel for miles in you slow-moving assault vehicle, but once you get used to the routes the distance doesn't seem as far and you become more involved in blasting aliens to care.** Fusion **is a good game, that's all there is to it. It's not a brilliant game, just very good.**



The demo copy of Fusion **arrived a while ago, without any fuss at all. In fact I didn't know what the hell it was until it loaded. Now we have the finished game, I can safely say that Electronic Arts have a really good product on their hands. The graphics are brilliant, the sprites are nicely drawn and coloured, scrolling over strange and atmospheric backgrounds. The sound is just as brill (God, did I *really* use that word? Blimey! I must be turning into Gordon!), sounding a bit like early Human League. At first, the game tends to be a little confusing, making you ask 'Where the hell *am* I?' but you soon get drawn into looking for the switches and bomb pieces and the question becomes 'Have I *really* been playing that long?' Bullfrog Productions have certainly learned how to use the Amiga. I mean great music, beautiful graphics . . . these boys have got a *future!***

PRESENTATION 79%
No real options and an unnecessarily confusing number system.

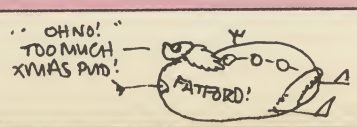
GRAPHICS 89%
Wonderful sprites and scenery, but bumpy scrolling.

SOUND 86%
Few spot effects but a brilliant synth-pop type tune.

HOOKABILITY 83%
Initially difficult to wrap your head around . . .

LASTABILITY 90%
. . . but devilishly addictive afterwards.

OVERALL 87%
A high quality shoot 'em up and an impressive debut from Bullfrog Productions. Keep it up guys (and gals?)



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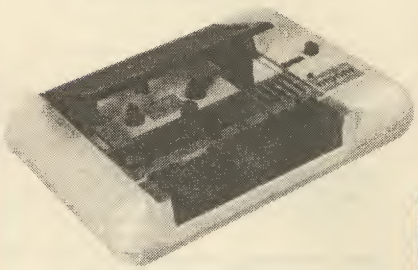
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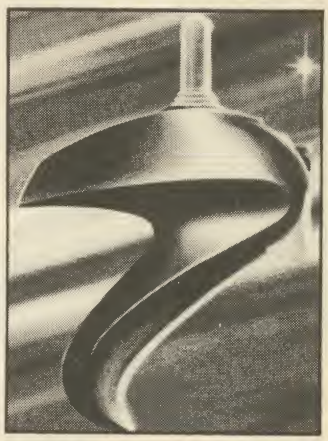
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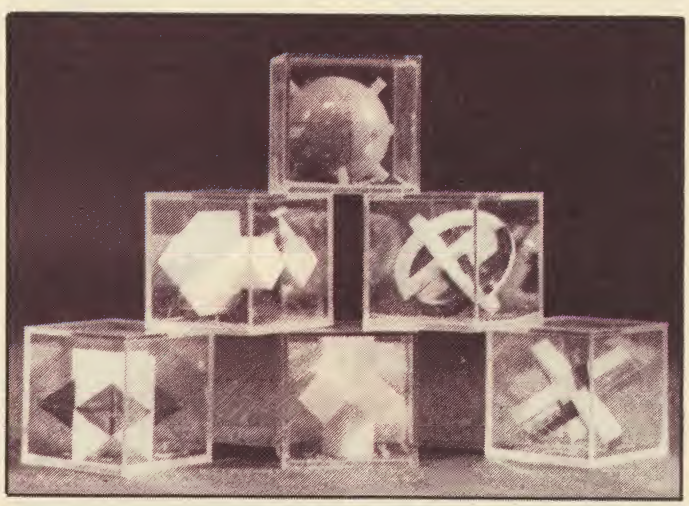
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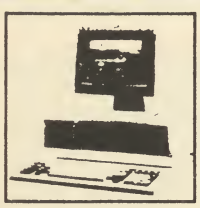
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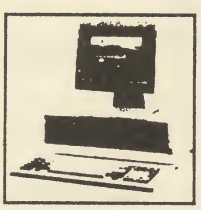
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2	(3)	IMPOSSIBLE MISSION II	US Gold/Epyx
3	(2)	BUGGY BOY	Elite
4	(NE)	SALAMANDER	Ocean
5	(9)	BIONIC COMMANDO	GO!
6	(4)	THE GREAT GIANNA SISTERS	GO!
7	(6)	PROJECT STEALTH FIGHTER	Microprose
8	(11)	PLATOON	Ocean
9	(NE)	THE LAST NINJA II	System 3
10	(7)	IKARI WARIORS	Elite
11	(NE)	BARBARIAN II	Palace
12	(8)	TARGET RENEGADE	Imagine
13	(RE)	WORLD CLASS LEADERBOARD	US Gold
14	(14)	IO	Firebird
15	(15)	HAWKEYE	Thalamus
16	(18)	PAC-LAND	Grandslam
17	(NE)	CYBERNOID 2	Hewson
18	(15)	DEFENDER OF THE CROWN	Mirrorsoft
19	(NE)	TRACKSUIT MANAGER	Goliath Games
20	(NE)	D THOMPSON'S OLYMPIC CHALLENGE	Ocean

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1	(2)	DELTA	Rob Hubbard
2	(1)	SKATE OR DIE	Rob Hubbard
3	(3)	WIZBALL	Martin Galway
4	(10)	ARCADE CLASSICS	Rob Hubbard
5	(4)	PARALLAX	Martin Galway
6	(8)	TETRIS	Hagar
7	(7)	BMX KIDZ	Rob Hubbard
8	(9)	I,BALL	Rob Hubbard
9	(NE)	INTERNATIONAL KARATE +	R Hubbard
10	(6)	COMBAT SCHOOL	Martin Galway

COIN-OP TOP 10

1	(3)	DOUBLE DRAGON	Taito
2	(NE)	WEC LE MANS	Konami
3	(NE)	OPERATION WOLF	Taito
4	(2)	AFTERBURNER	Sega
5	(1)	VULCAN VENTURE	Konami
6	(2)	BLASTEROIDS	Atari
7	(6)	BUBBLE BOBBLE	Taito
8	(8)	PAC-MANIA	Atari
9	(7)	R-TYPE	Irem
10	(5)	CONTINENTAL CIRCUS	Taito

VIDEO TOP 10

1	(RE)	ALIENS
2	(9)	BEVERLY HILLS COP II
3	(2)	ROXANNE
4	(1)	BLADE RUNNER
5	(6)	PLATOON
6	(5)	HELLRAISER
7	(RE)	FERRIS BUELLER'S DAY OFF
8	(4)	THE FLY
9	(3)	RADIO DAYS
10	(10)	CROCODILE DUNDEE

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THE ZZAP! ALL SINGING, ALL DANCING, ALL SNOWING WINTER PREVIEWS EXTRAVAGANZA

Spit in my eye, guv', what do we have coming down your old Lully Mae this munf? What's gonna be gracing the all-singing, all-dancing, all-groovy, snow-covered circuits of *your* whatsit 64 then? While you're getting your teeth round some o' them great big steaming enormous turkey sarnies, make yourselves ready, ladies and gents, boys and girls, to be introduced to our everso special, totally famous and absolutely amazing special guest. Give over eating them jellied eels for a sec, and let's have a big hand for chirpy Kati 'cuckoo' Hamza, the only person ever to laugh at one of her own jokes, *and* survive it.

CINEMAWARE

Ever looked in the mirror and thought 'hey man! I'm such a cool and incredibly froody dude, I'm so irresistible, I'm so mega-hard, I'm so fab triff and sponditiously brill, I could star in a movie'? Yeah? Well, take that doctored photo of James Dean off the mirror and PAY ATTENTION (I'm writing this for your benefit you know) because this is how it's done. You'll need two basic ingredients: a tube of spot cream (optional) and a copy of



Can the 64 version of *Rocket Ranger* really hope to emulate the Amiga?



▲ 'Is this where they sell those neat Aztec wall-hangings, honey?'

Cinemaware's *Rocket Ranger*. 'Waagh!', you might be thinking, 'I saw that review on page 172 and I haven't got an Amiga, boohoo, I want my mummy'. Well, if you are, stop it – these are the *64* previews, you know, and I'm just about to tell you that the 64 version is on its way. OK, guys, don't let them see me tell ya Yippee! Woo! Hurrah!

Yeah, so you'll be able to put on your back-mounted rocket pack, zoom through the skies and save the world from the wicked, nefarious and not really very nice world domination plan dreamed up in the bath (your Matey's a bottle of fun) by a certain Gordon Houghton. Sorry – just a little joke, Gordy, ha ha ha – I mean Adolf Hitler, of course. Er . . . and that's it really. What do you mean, where's the rest? If you want to know more about the plot, go and have a look at the Amiga review, will you – we haven't got unlimited space round here you know.

"WHEE!"

STALLONE

He's back and this time he's taking no prisoners! Colonel Trautman has been captured by the Russians in Afghanistan and there is only one person capable of freeing him. Negotiate the minefields, explore the Russian camp, lay boobytraps, avoid detection, free the Colonel and then ... move on to the explosive climax! RAMBO IS BACK!



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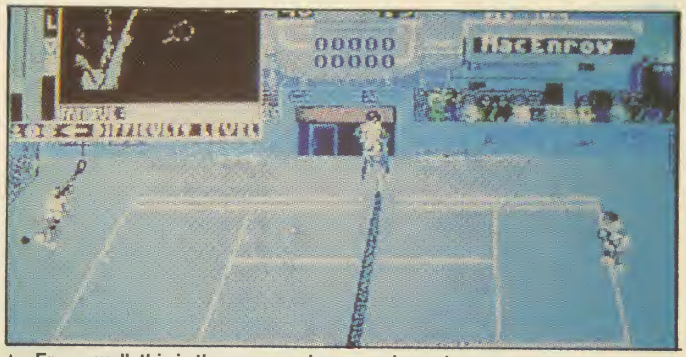
Come to think about it, if Gordo went on a diet we'd probably have quite a bit more space in here. If he went on a diet *and* got in a bit of exercise, we'd be talking floorboards' worth of extra floor space, I mean, like, buckets full . . . rooms full . . . no, *football-pitches-full* of extra space . . . cor! Er . . . yeah well, anyway, speaking of exercise, physical jerks, steroids and all that, Accolade have a fistful of releases all set to take you through your sporty paces (how's that for a tenuous link?).

First out of Santa's bulging goody bag comes *Serve & Volley*, a tennis sim sporting the newest in strobe-o-strobe graphics. Da daa! Well, OK, we mentioned it in The Word last month, so you know about it already – get off my back, will you? Now this is tennis with style – none of your usual bashing the ball about the court with a cricket bat like there's no tomorrow. Nope, you guys have to time and select your strokes using action windows to place the ball correctly in your opponent's court. We had a sneak preview at the PC show and the unfinished version looked a bit er . . . tricky, to say the least but if you want to know what it's really like you'll just have to wait for the review. Oh yeah – strobe-o-strobe. This, apparently, is a type of animation which makes the serves and hits appear very realistic. So now you know.

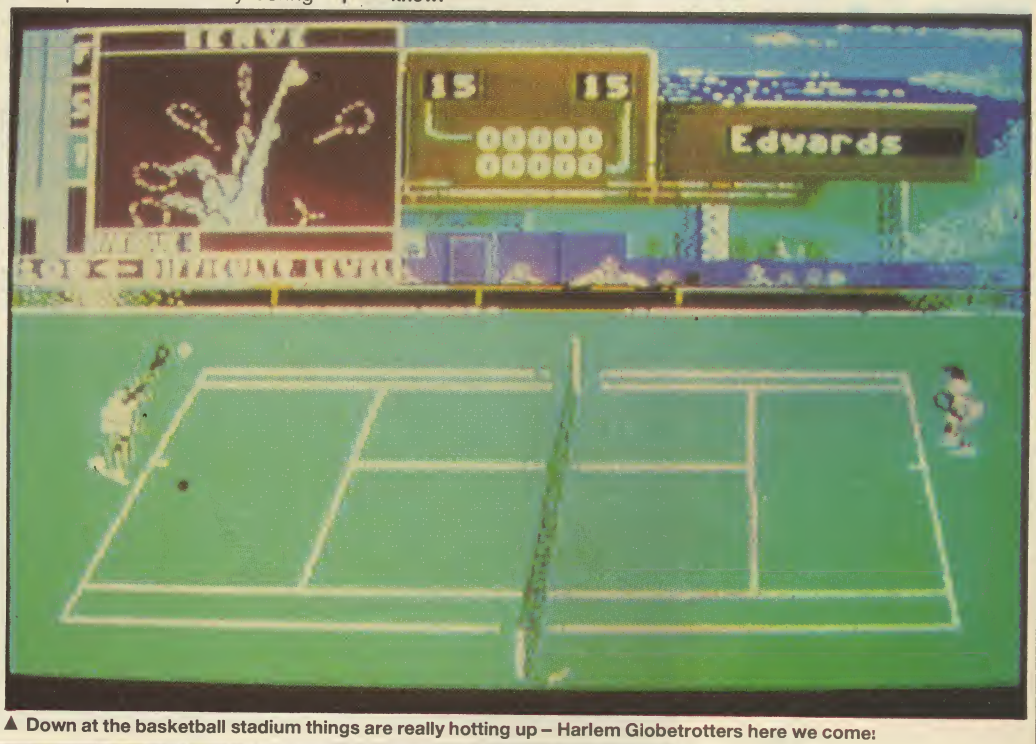
Ever fancied being really interesting? Well *Rack 'Em* gives you the chance to imagine yourself in the part of the not-very-boring-man-called-Steve himself – or if you don't like orange hair, one of the other even-more-exciting-men called Jimmy, Alex, Fred and Ray, or if you don't like them . . . (we get the picture, Kati – Ed). Anyway, you can play up to five games including bumper pool, straight pool, snooker and 9 ball. There's a fab 3D overhead view of the table and even (for real smartypants, this one) a generic game which lets you pick your own rules, move balls and change scores. Oo-er!

So you've played basketball before have you? Ha! well, you've never played a full court three-on-three basketball sim before because there hasn't been one. Accolade's *Fast Break* lets you bounce around on the court, slam dunking a plastic bladder into the basket against either the computer or someone who starts out being your friend but ends up being your mortal enemy. Ah sport – it always brings out the best in people.

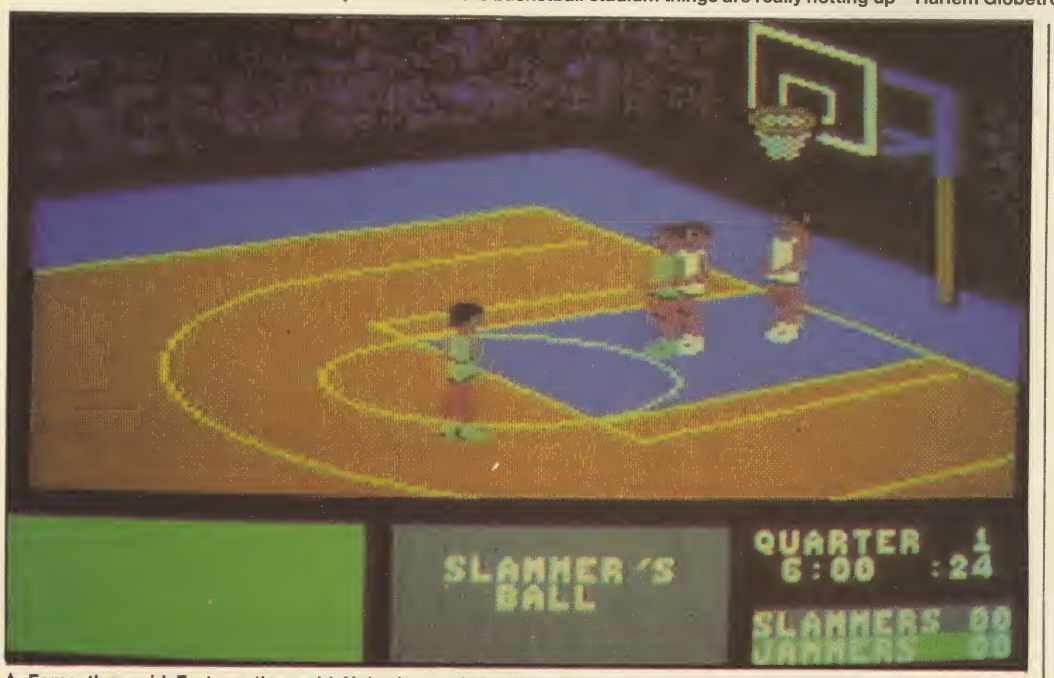
So what else have Accolade got up their sleeve, apart from a pretty hairy American arm? There's *TKO*



▲ Er . . . well, this is the serve and erm . . . in a minute he'll volley. Well, what did you expect – we're not all tennis experts here, you know!



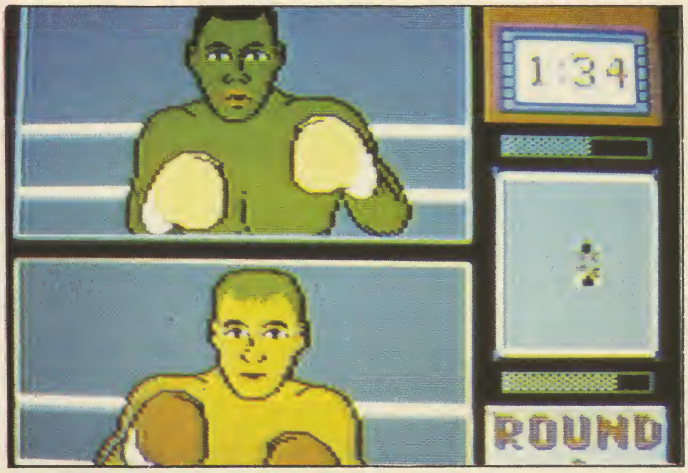
▲ Down at the basketball stadium things are really hotting up – Harlem Globetrotters here we come!



▲ Fame, they said. Fortune, they said. Nobody mentioned jetting around looking stupid with my bum in the air!



▲ Clash sticks and twist ankles in *Powerplay Hockey* – wimps had better keep away



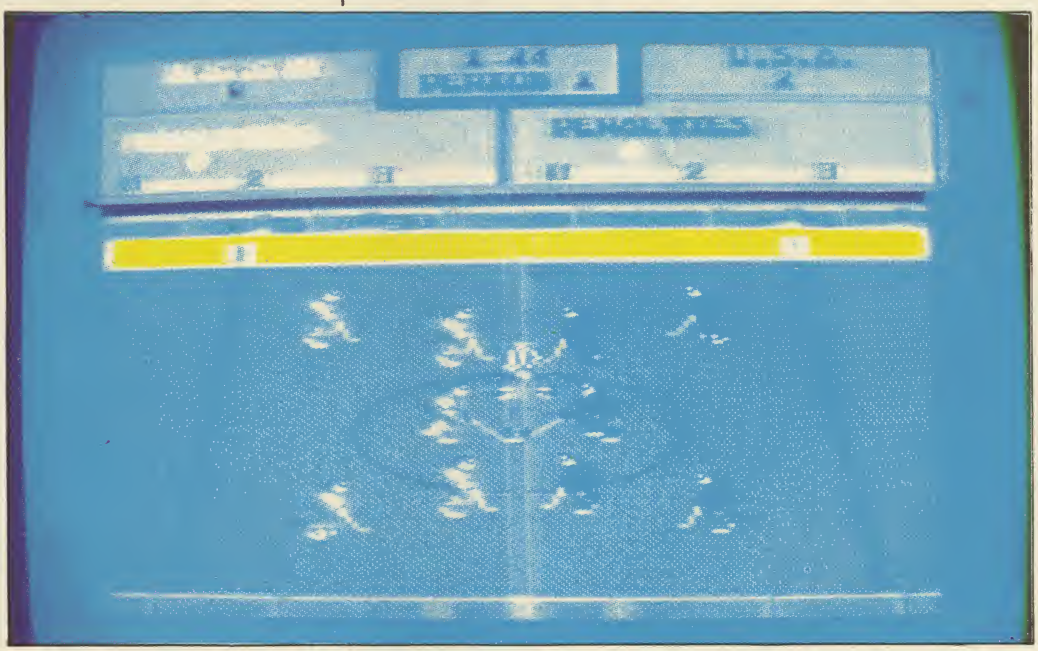
▲ Boy, those guys look tough – know what I mean, 'Arry

(Technical Knock Out, dummy) which (Christmas surprise time) is a boxing game – a split-screen boxing game, to be exact. Tasteful realism is clearly what they've aimed at here. As you beat your co-boxer to a gungy, messy, yucky pulp (well girlies don't like boxing, do they?), you get the added satisfaction of *actually seeing* the black eyes, swollen lips, bruised forehead and broken jaw. Yum, yum! Oh yeah, and the other game is *Powerplay Hockey* which is . . . wait for it . . . a hockey sim, with er . . . pretty hockey-ish features in a hockey-ish sort of way. Yeah. Look, we preview writers don't know everything you know. What do you expect us to be, omnipotent or something?

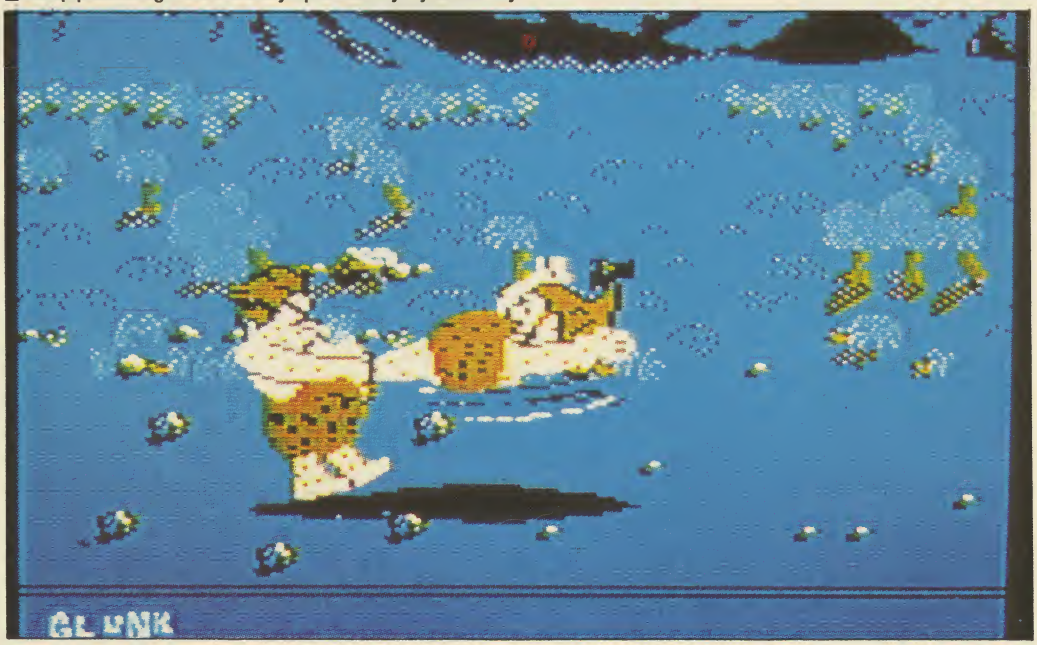


OK. What would you do if your name was Gronk? OK, OK, apart from change it by deedpoll, pretend your name was Cecil and eat people, what would you do if your name was Gronk . . . or Glunk . . . or Crudla? Yessir, absolutely right (give that man a microwave) – you'd be bashing the bone marrow our of your competitors in Electronic Arts' *Caveman Ugh.Lympics*. Obvious really. Back in the good old days when dinosaurs were called Dino and your neighbours shouted yabadabadoo a lot, this was the sporting event of the year. Six athletes stopped discovering fire and trying to make square wheels, got into their special stream-lined lion-skin shorts, tied up their patented pair of Nunk's running sandals and prepared to show their mates just how Ugh.ly they were.

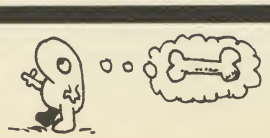
The six embryonic, iron-age events deal with such civilised and thoroughly enjoyable pursuits as clubbing (which involves er . . . clubbing), dinovaulting (careful with the pole or you'll end up as the cause of a triceratops's



▲ Keep practising – the next Olympics is only 4 years away!



▲ G-E-R-O-N-I-M-O-!



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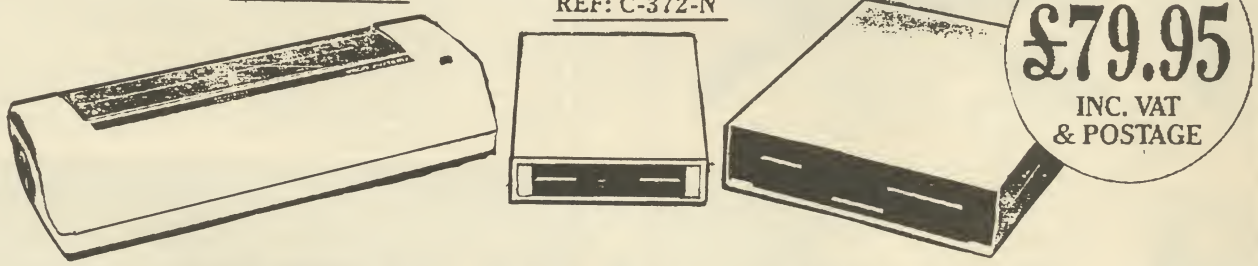
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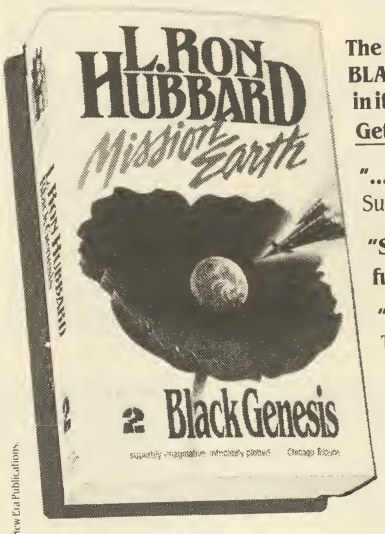
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▲ Ooh – I wish I'd put on my lycra body suit instead of these flapping leopard-skin underpants



▲ Tigers? Knock the stripes off 'em in Tynesoft's *Circus Games*

indigestion), sabre tooth tiger racing (grrrr!), fire starting (get some Swan Vestas if you want to cheat), the dino race (aargh!) and mate tossing. This last absolutely sexist and entirely primeval sport has you hurling the cutey apple of your loving eye through the prehistoric sky (ooh look, a poem) and laughing a lot – or maybe not.

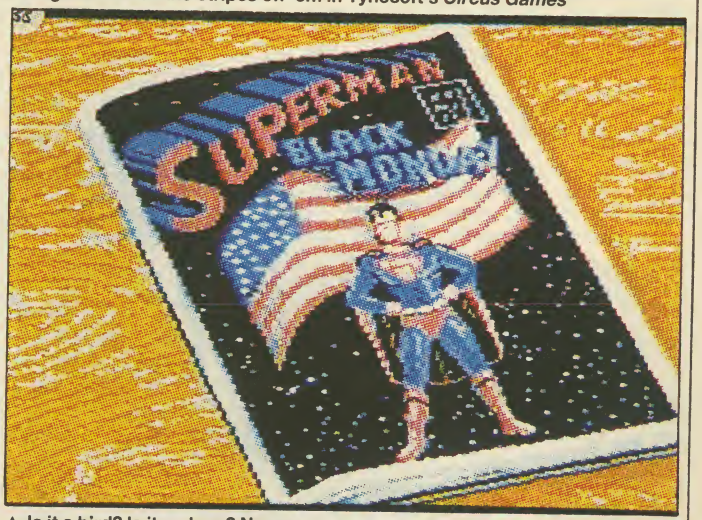
As long as you show the world (not much of it has evolved yet) that you've got loads more brawn than brain, you're on to a winner. In fact, show them that you can win every event in the book and you'll be the proud owner of an Ugh.Lympic medal and maybe even get an entry in the Caves of Fame. Pity you can't skin so much as a rat with a medal. Still, you'll probably make enough to keep you in otterskins for the rest of your life, when you sign for all the advertising contracts. Ah well . . .

Taran tan tara taran tan tara . . . yeah, everybody it's time to get really excited, jump up and down and shout for joy at the top of your voice because, wait for, wait for it – I said wait, stop skipping this and looking down the page – the circus is coming to town. Gasp! Shock! Horror! Total amazement!

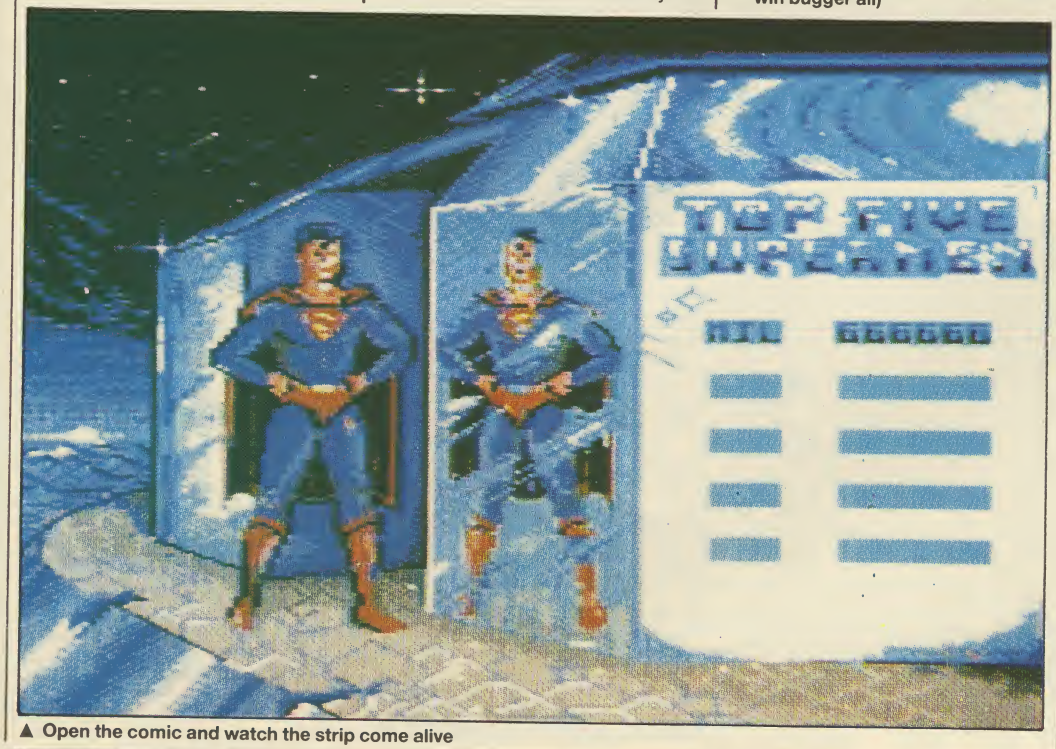
Tynesoft's *Circus Games* should make it to your shops in time for Christmas and when you get your grubby, sweaty hands on it all your bodily juices will probably ruin the tape and you'll have to take it back. No, only joking (ho ho), when you get your nice, fragrant, Christmassy hands on it you'll be able to take part in such totally dangerous and thoroughly daring activities as trapeze flying and tiger training. Not much more info yet, but we'll let you know as and when (wink, wink, know what I mean, guv?).

The other Tynesoft game is almost as big a mystery. We know what colour it is, we even know what colour underpants the main character wears but we don't know exactly what it's all about – yet – because the programmers are keeping pretty mum.

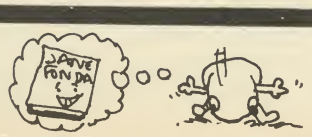
Who am I talking about? Well, I'll give you some clues: he's not a bird, he's not a plane and the colour of his underpants is red. Wrong, everyone who shouted out Maff Evans (the colour of his underpants *is* red but he is in fact a cleverly disguised World War II Messerschmidt plane, working for ZZAP! under cover), right everybody who called out Superman. As I've already said (and I'll say it again), the plot of this superhero extravaganza is being kept closely under wraps – which isn't something you could say about those underpants.



▲ Is it a bird? Is it a plane? Nope, it's . . . (answers on a postcard please – first ten out of the bag win bugger all)



▲ Open the comic and watch the strip come alive







Elite

Phew! that's the underpants jokes over with for one month. Luckily two imminent releases from Elite have absolutely nothing to do with underpants (red or otherwise) or any item of lingerie (skimpy, lace or flannel) whatsoever. First to come plopping down the festive Christmas chimney (watch out, you guys with the electric fires) is *Wanderer*. This, apparently, is a 3D intergalactic trading game which involves a strong mix of strategy and arcade adventure. We don't know all that much about it yet but moles reveal that it's been designed especially for the thinking games player – which rules out Gordo anyway.

Supertrux, on the other hand, sounds just like Gordo's sort of game because it deals exclusively with trucks, trucking and Yorkie bars. Well actually, it doesn't deal directly with Yorkie bars but you get the picture. You don't . . . well never mind, I'll just have to try my jokes on somebody else then won't I . . . mumble, mumble, mumble . . . Anyway, *Supertrux* which is what we were talking about, if you remember, has you racing your truck against the clock and a whole hamperful of different courses in various parts of Europe. Following the disappointment of *Overlander*, let's hope it's good.



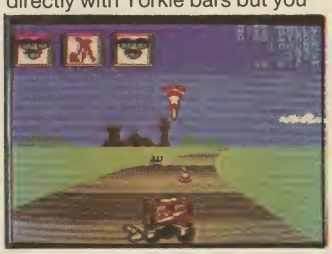
▲ So this is the big city – well, where else would you expect to find a tough fortune cookie like me?







▲ More icons than you can shake a stick at – er . . . just don't ask us what they mean





▲ Drive the biggest machine on the road for a change – OK, now where's my Yorkie bar?



Firebird

Remember *Way Of The Exploding Fist*? Well, it's spawned a sequel which Firebird have imaginatively named *Exploding Fist+*. In one or two-player mode, you or you and a thoroughly vicious, warmongering friend get to grips with a whole series of nasty-looking opponents. To become a real Bruce Lee you'll have to get to grips with incredibly devastating moves like the roundhouse and the even more savage and bloodthirsty er . . . cartwheel. Impressed? You better be.

Domark

Last, but oh ho ho ho most certainly not least, out of Santa's bag comes Domark's *Spitting Image*. No chickens or deckchairs here – just six happy-go-lucky, average boy-next-door sorta guys and gals who are challenging each other for the leadership of the world. Trouble is, there's going to be a war in seven years and chances are that someone's going to win. Not being able to look into the future, nobody knows who the ultimate winner will be – yet. Your mission, should you decide to accept it (and you'd better – it's the future of the world at stake, mate) is to destroy the credibility of *all* the leaders now, so not a single one of them can succeed.

This involves a totally silly and thoroughly disrespectful romp around the world singing songs about Renault 4s, making V-signs and generally throwing buckets of cold water over the ambitions of every leader that you see. Apparently, in the interests of anus-lovers everywhere, a few bums are thrown in as well. Can you wait?

Ha! well you'll just have to. In the meantime, keep on eating those mince pies, decimating dead turkeys, cramming cranberry sauce into your gob and helping mummy (or daddy – we're an equal opportunities mag, you know) with the washing up. Actually, the next Issue will be out in the middle of December – so you can forget everything we've said about Christmas in this one. Hur hur.

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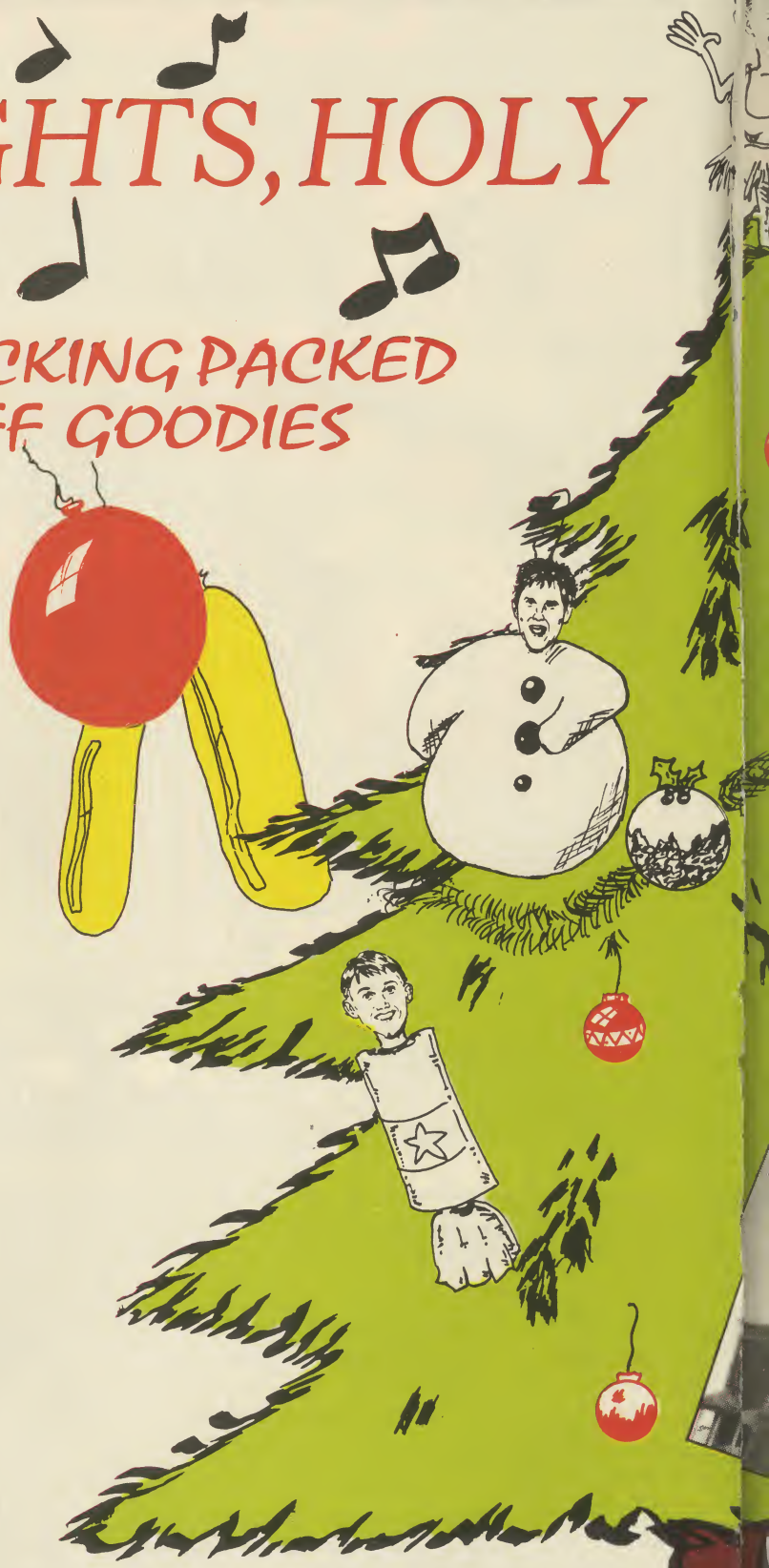
CASSETTE

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ZZAP! COMP

SILENT TIGHTS, HOLY TIGHTS

WIN YOURSELF A STOCKING PACKED FULL OF FAB 'N' TRIFF GOODIES FROM MARTECH!!



Come on, own up! Who would you most like to spend your Christmas holidays with? Er . . . on second thoughts, let's forget that question. We'll try again:

Come on, own up! Who would you most like to receive a Christmas stocking from? Er . . . hang on a minute, that's still not right. *From whom* would you most like to receive a Christmas stocking? (We didn't read Ladybird books for nothing, you know.)

Well?

What do you mean, well what? Look, you've seen *White Christmas* at least 17 times, can't you pay a bit of attention to us for a change? Go on then! Oh, for Pete's sake, you can't have forgotten the question already.

FROM WHOM WOULD YOU MOST LIKE TO RECEIVE A CHRISTMAS STOCKING?

OK, OK, well apart from Santa, The Great Pumpkin, Mickey Mouse, your Dad and Cliff Richard . . .

Right! Martech, of course. (Thought we were never going to get there.) And what are they going to do about it?

Well, boys and girls, they're going to be extra specially nice and cute. Yep, Martech are going to tell every ZZAP! reader a secret – well, four secrets really. So here goes:

Pretty soon, when the nights have got even longer and those nasty winter chills really begin to set in, everyone will wrap up warm in mufflers and woolly socks and tramp along to their local software shop. And on those legendary (legendary?) shelves they'll find four gleaming, brand, spanking new Martech secrets . . . er, we mean products.

What are they? Well, there's *Rex*, an arcade adventure which has you frolicking through the caverns of an underground system as one thick-skinned, piggy-eyed mercenary with no friends called Gordon. Sorry, Rex. A life-time of saving milk-bottle tops,



egg boxes and double-sided sticky-tape has finally paid off and he's managed to make himself (at very little cost) a whole armoury of lasers, multiple spraying machine guns and Rex Smart Bombs. Good job, really, 'cos he's got to send a pretty big tower crumbling down.

Then there's *Shoot Out*, a wild west er . . . shoot out, *Hellfire Attack*, a roaring arcade sim of a Supercobra helicopter destroyer flying battle missions day and night, plus *Phantom Fighter* a fast and furious seek and destroy combat game with graphics so powerful that only the Amiga could cope with them – so we're told. Can you wait? Well, we're sorry, but you'll have to, OK?

Hang on, hang on, what has the Christmas stocking got to do with all of this? Erm . . . what *has* the Christmas stocking got to do with all of this, Gordo?

(A TEMPORARY PAUSE. MANIC WHISPERING IN THE BACKGROUND.)

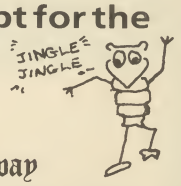
Oh yeah. Because Martech are the only people you really want to receive a Christmas stocking from, they're not only going to tell you four secrets, they're going to give you a stocking *as well*. Woo!

Inside the first prize stocking there'll be at least a Kodak 3000 disc camera, a bumper selection of games, books, T-shirts, boxer shorts, a pair of pyjamas(?) and some yummy, yummy chocs. 50 incredibly lucky runners up will get their sweaty paws on a choccy stocking (that's a stocking full of choccies, not a stocking made of chocolates – that *would* be stupid, wouldn't it?) and any previously released Martech game except for *Nigel Mansell's Grand Prix* (choose from *Mega Apocalypse*, *Slaine*, *Nemesis* and many more).

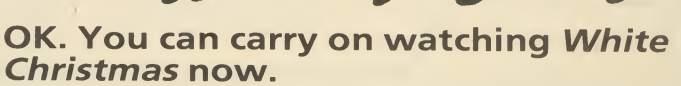
What do you have to do to get all this? Design us a pair of ZZAP! woolly winter socks, put your piccy in an envelope and send it to:

MAR, TECH A LOOK AT THIS CHRISTMAS STOCKING COMP, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB

And that's it really. Oh, except for the obligatory Christmas jingle.



Jingle bells, jingle bells, jingle all the way
Oh what fun it is to ride on a one horse open sleigh-ey

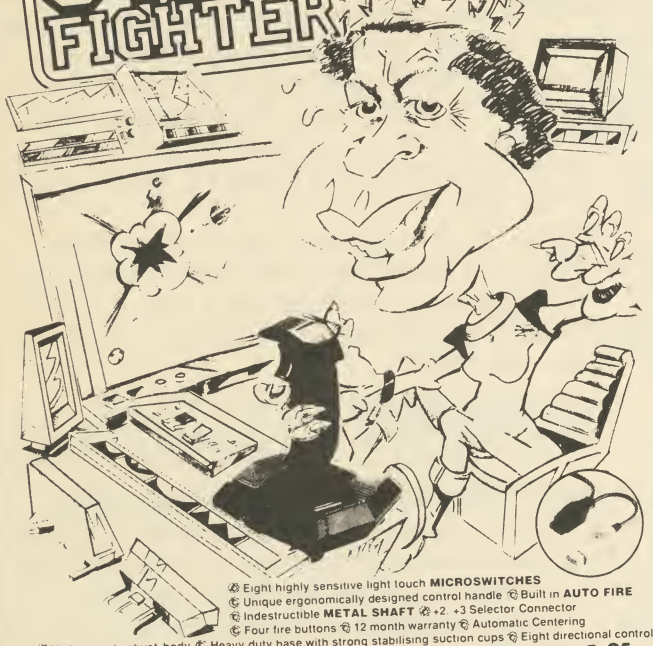


OK. You can carry on watching *White Christmas* now.

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WE ARE ABOUT TO LAUNCH ISSUE 45!

SURFACING AT A NEWSAGENT NEAR YOU FOR 30 OF YOUR EARTH DAYS . . .

SHUCKS, TROY! *ANOTHER* CASSETTE ON THE COVER?!

Yup, Phones, I don't know how those ZZAP! Aquaphibians do it, but next month's ZZAP! will have a demo of a Mysteron, er, mystery arcade conversion (or possibly two – but that information is classified) which will be on the shelves in the very near future.



STILLS COURTESY OF ITC ENTERTAINMENT

ANYTHING ELSE, M'LADY?

ROBOCOPPING

With the game on its way from Ocean, we take an in-depth look at Paul Verhoeven's mega-movie and all things ROBOCOPpish. We'd buy that for a dollar! But then, we would wouldn't we, Brains?

THERE GOES 1988 . . .

Lloyd 90 is given a pair of spectacles programmed with all the knowledge held in the past year's ZZAP!s, and, pipe in hand, reminisces wistfully about the good old days when Fireball XL5 was still on. Well, not quite that far back . . .

COMPILOFAX – PART, THE SECOND

Compilation cassettes flow thick and fast through the ZZAP! letterbox, some of which are FAB, all of which get reviewed.

AND OF COURSE, COMMANDER STRAKER . . .

CHUCK VOMIT'S ADVENTURING BARFS, PG'S TENDER AND TASTY TIPS, REALLY RADICAL REVIEWS, PARTICULARLY PUNCHY PREVIEWS, COPIOUS CASEFULS OF COMPETITIONS AND AWESOME AMOUNTS OF ANNOYING ALLITERATION. Oh, but nothing much about Gerry Anderson, unfortunately.

THIS IS THE VOICE OF THE EDITOR. WE KNOW THAT YOU CAN HEAR US, READERS. THE NEXT ISSUE OF ZZAP! WILL BE LAUNCHED AT YOUR NEWSAGENTS ON THURSDAY, DECEMBER 8TH, CAUSING ANYONE WITHOUT £1.50 TO BE WRACKED BY INTOLERABLE SPASMS OF DESPAIR. DO NOT MISS OUT. WE, THE ZZAP! STAFF, HAVE SPOKEN!


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